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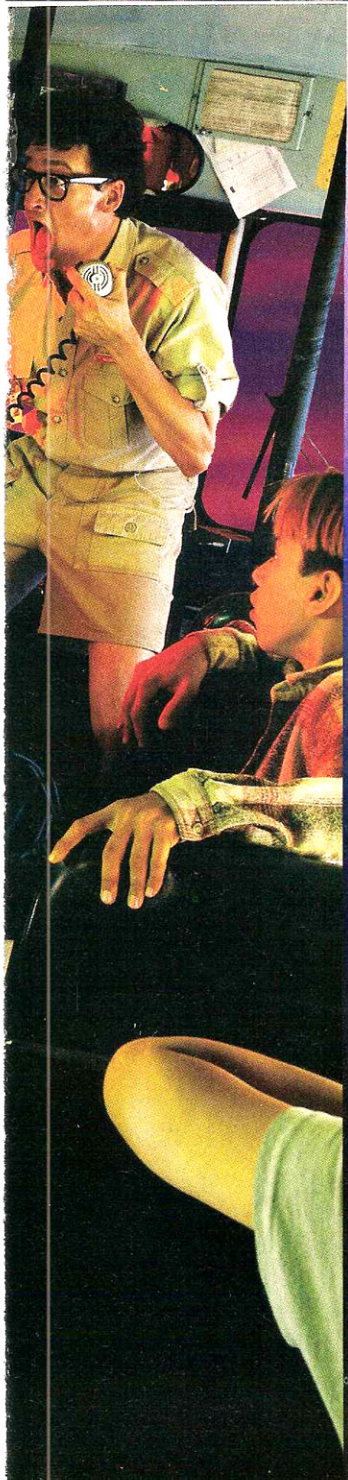

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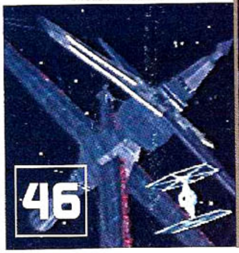

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Star Wars Shadows of the Empire

Need a special weapon in Shadows of the Empire? The March issue has exclusive, step-by-step tips for finding all the Challenge Points!

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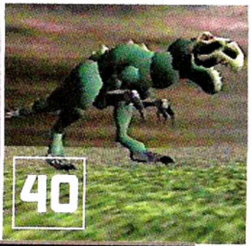
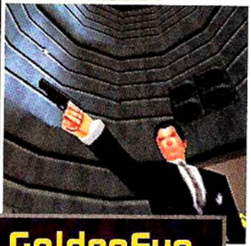


Turok Dinosaur Hunter

Smell the fear and feel the sweat as you delve into the darkest heart of Turok's jungle. Your adventure begins on page 40.



GoldenEye 007

The name is Bond. The game is GoldenEye 007. Preview Nintendo Power's secret dossier on Rare's upcoming view to a thrill.

PLAYER'S PULSE

We want letters! Help keep it interesting by writing in! Got a tough question? Send it to us! Want to start a discussion on a hot topic? Bring it on. Player's Pulse is your section!

Stop your sobbing

I am sick of all the whining about the coverage of the N64. Especially that letter in Volume 89, saying they are not going to get the N64 until Christmas. Two points. One, if they want it so bad, why don't they earn or save up the money for it. I have a paper route and already have two games and the N64. Two, once they get the N64, all they will be writing about is how they wished there were more N64 game coverage in their back issues. What I am trying to say is, MORE N64 COVERAGE!

Adrian Laney
Jacksonville, TX

You go, Adrian!

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Naomi Chiba • Cincinnati, Ohio

Naomi Chiba• Cincinnati, Ohio

Japanese releases

Recently, I was surfing the net when I decided to go to the Nintendo Co. Ltd. site and look around. I somehow found a games list for Game Boy and I found 35 games on there, some that never came out in America. Some titles I couldn't read and others were written in Japanese. Here are some of the games that never came out in America that I am curious about: Radar Mission, Pocket Monsters Trainers and Mario's Picross 2. Now I'm not sure if I listed them all, but would you please show us the first party games that never came out in America for Super Nintendo and Game Boy?

Andrew Bayless
Via the Internet

Andrew, there have indeed been many games released in Japan that never made it to North America. Radar Mission was, in fact, released in the U.S., but so far, Pocket Monsters and Mario's Picross 2 have not. The Japanese market is quite different from the U.S. market, and games that sell well there often will not do well here in North America.

The continuing saga of Epic Center

I have never written a letter to Nintendo before, but I thought under these dire circumstances I would. I just read issue 90 and saw that you are discontinuing the Epic Center. I say this is a bad move. Epic Center is my favorite section of NP, and if you are running out of games to cover for Epic Center, I think you should try and convince Nintendo of Japan to bring more of the Japanese RPGs to the U.S. I was reading issue 87 and saw your review of Fire Emblem. The game looks absolutely AMAZING! Please convince the makers of this game to bring it to the US. I would be willing to pay $100 dollars to play this game. Tactics Ogre and Dragon Warrior 5 are just a few I eagerly await. Feda, Bahamut Lagoon, Tales of Phantasia, Secret of Mana 2, 7th Saga 2…I know many people who would love to see these games in the U.S. Please try to get these games brought to our shores; otherwise, my only alternative is to learn Japanese.

Jeff Genovese
Via the Internet

Jeff (and everyone else who wrote to protest the "discontinuation" of Epic Center), you need to read a little more carefully. Epic Center has most certainly not been discontinued! However, there may be issues where there is simply not enough epic news to print. For now it looks like there are only a few RPGs prospects on the horizon. Rather than using a lot of pages covering Japanese RPGs that may or may not be released in North America, we have decided to give the column a break every once in a while. Actually, we are doing our best to try to get some of these games released in the US, but there are a lot of development issues to sort out, and quite frankly the chances look slim for most of the titles you mentioned. By the way, Jeff, learning Japanese could be useful for more than just playing games!

Add NES games to your investment portfolio

Since I got my NES way back in 1988, I have had a steadily growing collection of video games. I now have over 60 games for my NES, Game Boy, Super NES and Virtual Boy, and I'm sure to get many more when I get a Nintendo 64. Since I take my hobby of collecting video games pretty seriously, I was wondering if there are any publications that rate the value of various video games and systems—or have none of the oldest NES gone up in value at all?

James Jackson
Via the Internet

As with any collectible, video games are only worth as much as people will pay for them. There is a brisk market in selling old games

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James Smith• Winnipeg, Manitoba, Canada

on the Internet, but as far as we know there is no publication that tells the values of classic games. Around here, R.O.B. the robot seems to be scarce, so if you have one of those, hang on to it!

Chart miscalculation

I just got volume 90, and I turned to the poster in the middle of the magazine first. AWESOME CHARTS! But, you know that little part that says: "If you can find more, prove it?" Well, I found a grand total of 146 coins in Bob-omb Battlefield! First go through the level collecting the 121 coins you originally found. Then, go to those four wooden posts surrounding the "Shadowy Star" that marks the place where you get the star after getting all the red coins. Run three tight circles around a post in any direction and five coins will pop out. Repeat this with the other three posts. Then (here's the hard part) do the same thing to Chain Chomp's post. Don't let him hit you! Try running around the wooden posts in other levels too!

Nick Walker
Vancouver, WA

Nick was just one of many readers who found more coins than we showed on the Super Mario 64 chart in volume 90. We did indeed miss the trick of running around the posts. Thanks to everyone who pointed this out. It is also possible to get additional coins in Shifting Sand Land (136) and Snowman's Land (125).

Jessica Cousineau • Calgary, Alberta, Canada

Player's Pulse in need of fibrillation?

As I have always loved reading your magazine, I am writing to express my concern about Player's Pulse. In the last issue, the Player's Pulse was boring. Not only that, it's too short. Moreover, the topics are boring. During the last few issues I have read complaints from people wanting the old manila folder in Classified Information. If I may make a suggestion, perhaps you should print a message about clubs on AOL. I think that Girls in Video Games was good, but kinda stupid because nobody won. Right now I could kick myself for sending this in, because I love NP and I don't like to complain, but some things have to be fixed.

Will Rose
Littleton, CO

Let me get this straight, Will– you think the Pulse is boring, but you want it to be longer? Readers, Player's Pulse is YOUR section of Nintendo Power. Send us interesting letters on controversial subjects, and we'll print 'em. Send us weak letters on boring topics and, well, I guess we'll print them but no one will like it!

Give girls formal weapons training

Player's Pulse is in desperate need of a letter from a girl who has the opinion of many boys: that girls are not treated as inferiors in video games. Your letter section makes it sounds like this is a gender war, and it isn't. Let's face it, princesses only get in trouble because they generally have more coveted magic ability (and the fact that monsters would rather eat princesses than princes). So they get captured. Were

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POWER CHARTS

Tons of player votes have flooded in on games for all systems, making this month's charts more representative of your gaming tastes than ever. Strong votes from the pros, however, helped games like Tetris Attack hold their own. Vote for your favorites by sending in your Player's Poll Contest response card!

NINTENDO 64 TOP 10

1
SUPER MARIO 64

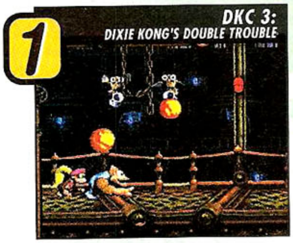
2
WAVE RACE 64
START
MAX POWER

3
STAR WARS:
SHADOWS OF THE EMPIRE

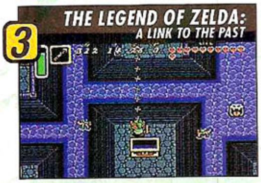
Super Mario 64 again reigns supreme on the N64 list, easily garnering more votes than any other title. The rest of the list is pretty quiet, although ...Turok: Dinosaur Hunter sneaked back on the list.

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 SUPER MARIO 64	NINTENDO	1	5
2 WAVE RACE 64	NINTENDO	2	5
3 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	5
4 MARIO KART 64	NINTENDO	5	2
5 KILLER INSTINCT GOLD	NINTENDO	4	3
6 PILOTWINGS 64	NINTENDO	6	5
7 CRUIS'N USA	NINTENDO	10	2
8 WAYNE GRETZKY'S 3D HOCKEY	MIDWAY	7	5
9 MORTAL KOMBAT TRILOGY	MIDWAY	NEW	1
10 TUROK: DINOSAUR HUNTER	ACCLAIM	--	5

SUPER NES TOP 10


1
DKC 3:
DIXIE KONG'S DOUBLE TROUBLE

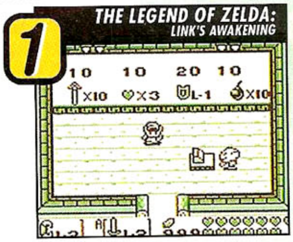
2
TETRIS ATTACK
TIME 2'57
STAGE
SCORE 1302
SPEED LV.
STOP

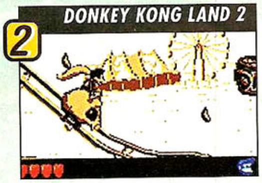

3
THE LEGEND OF ZELDA:
A LINK TO THE PAST

The power playing pros at Nintendo boosted puzzle powerhouse Tetris Attack into the top three, but it still wasn't enough to knock Donkey Kong Country 3 out of the number-one spot.

1 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	4
2 TETRIS ATTACK	NINTENDO	4	7
3 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	60
4 SUPER MARIO RPG	NINTENDO	3	10
5 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	--	16
6 CHRONO TRIGGER	SQUARE	5	19
7 FINAL FANTASY III	SQUARE	8	26
8 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	--	16
9 SUPER MARIO KART	NINTENDO	9	46
10 SUPER METROID	NINTENDO	6	34

GAME BOY TOP 5


1
THE LEGEND OF ZELDA:
LINK'S AWAKENING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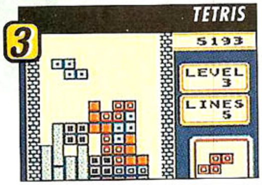
DONKEY KONG LAND 2


3
TETRIS
5193
LEVEL 3
LINES 5

The top Game Boy titles switched position, and no new title was able to crack the top five games. Link aims to rule all the charts, and he probably will when N64 Zelda is released.

1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	46
2 DONKEY KONG LAND 2	NINTENDO	2	6
3 TETRIS	NINTENDO	5	51
4 TETRIS ATTACK	NINTENDO	4	6
5 METROID II: RETURN OF SAMUS	NINTENDO	3	62

MOST WANTED

1. NINTENDO 64
2. THE LEGEND OF ZELDA 64 (N64)
3. MARIO KART 64 (N64)
4. SUPER MARIO 64 (N64)
5. STAR WARS: SHADOWS OF THE EMPIRE (N64)
6. GAME BOY POCKET
7. WAVE RACE 64 (N64)
8. CRUIS'N USA (N64)
9. X-BAND MODEM (SNES)
10. DRAGON QUEST VI (SUPER FAMICOM)

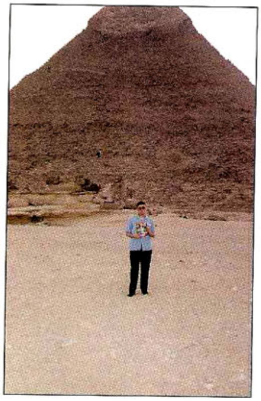
LETTERS, CONTINUED...

they prepared? No. It's not as if needing any help proves you are weak. In Final Fantasy III, Terran and Celes didn't mind being helped by men. They knew that even though they were powerful, there were some things they could not do themselves. Had Princess Zelda had formal weapons training, she might not have gotten caught. But Hyrule didn't seem to be in danger so she didn't have any use for learning how to fight. I could point out at least eight or so more examples I know of, but I've made my point. Both men and women need help sometimes. And this is NOT a gender war!

Kaitlin Kubilius
West Milton, OH

So, did one side win in this controversial subject? Should we lay this sorry discussion to rest, or go to round two?

But he forgot to pack his wing cap



What can I say? The Nintendo 64 is fantastic! I purchased the system with Super Mario 64 on the first day, September 29th, and I have played it almost daily ever since! Super Mario 64 is especially awesome! The best game ever made? Most definitely! It blows away any 32-bit game out there! By the way, since Mario finds himself flying around in a pyramid level in his new 3-D adventure, it only seems fitting to show you how far I took my Nintendo Power this past summer. How about to the great pyramids of El-Giza, Cario, Egypt? That's me in the photographs with my May issue, in front of Khufu, the largest of the three pyramids. But for some reason, I could not find any winged caps around...

Wally Abdallah
Vernon Hille, IL

Wally, you should have looked for a big red block with a question mark on it to bang your head against. Then the wing cap would have been yours!

One hundred issues of pure Power

I have some ideas about what you could include in your 100th issue. I mean, it's less than a year away, and I've been thinking about it. First, you gotta bring back the 3-D pictures like the ones in the 50th issue. They were awesome. I was the only one in my family to see them right. Speaking of the third dimension, I also think you should include another pair of 3-D glasses like the ones that came with issue #75. I left 'em on my dresser one day. When I came home from school, they were gone. Haven't seen them since. By the way, remember the Super Game Boy magazine that came with an issue a long time ago? The one that showed pictures of Game Boy games when you use a SGB. Well, I think you should have a Nintendo 64 magazine come with the 100th issue, because I really want to see some more pictures of it.

Richard Penn
Via the Internet

Thanks for your ideas for our 100th issue, Richard. We are also thinking about it, and we want to do something special. If any of you other readers have ideas, be sure to send them into Nintendo Power Player's Pulse. Speaking of Nintendo 64 magazines, we hope you enjoyed the N64 Power Tips book that came with your January issue. Of course, that went to subscribers only, so if you didn't get it, you missed out!

WRITE AWAY RIGHT AWAY!

Did you get a Nintendo 64 for the holidays? Or were you stuck with Tickle Me Elmo? If you're the proud new owner of a Nintendo 64, let us know what you think of the "Fun Machine." Write! Write! Write!

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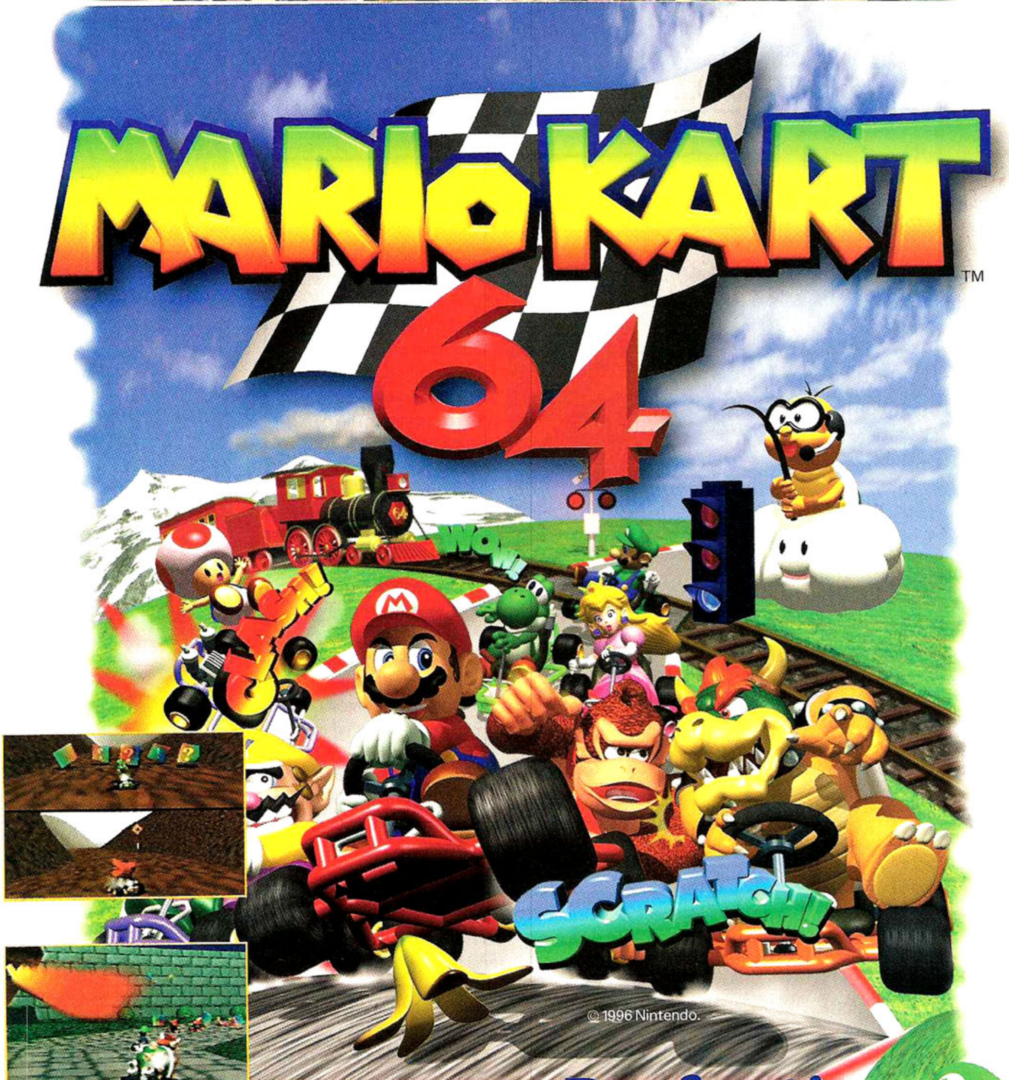
MARIO KART 64
TM
WOW!
CRASH!
SCRATCH!

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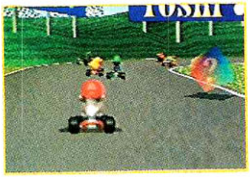
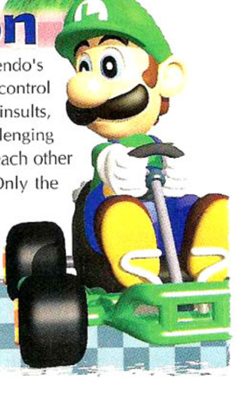


Driven to Perfection

A clean driving record won't get you squat in Mario Kart 64. Instead, Nintendo's incredible racing game for the N64 rewards drivers who teeter on the edge of control while ambushing their opponents. One, two, three or four Karters hurl insults, bananas and Koopa Shells at each other as they careen through wild and challenging 3-D road courses. Those Karters driven to total mayhem may prefer to battle each other in arenas. And purists may just want to set the fastest time on the planet. Only the Master himself, Shigeru Miyamoto, could be behind this sequel to the best-selling Super NES Kart. From the green light to the checkered flag, the new Mario Kart 64 is perfection and without a doubt the best multi-player game ever.



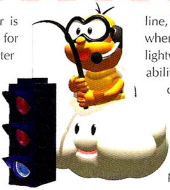
Behind the Wheel

Mario

Yoshi

Toad

Peach



The great debate over which driver is the best in Mario Kart 64 will rage for years, but the truth is that every character can win it all. It's really a matter of control and personal preference. The lightweight characters (Yoshi, Toad, and Peach) have quick acceleration but may be harder to handle in the corners. Heavyweights such as Wario, DK and Koopa may be slower off the line, but they lose less speed in the corners when they are in a power slide than the lightweights. Mario and Luigi have balanced abilities. Consider how you drive to make your choice. If you cut corners and go off the track a lot, use a heavyweight. If you have no trouble keeping the lightweights on the track when you power slide, then use one of them. Mario and Luigi provide the greatest challenge.

Luigi

Koopa

Donkey Kong

Wario

Four Roads to Fun

Bet you can't beat just one way. In Mario Kart 64, drivers have four separate challenges. One or two racers can compete for the **Mario Grand Prix**–that's four prize cups on 16 courses. Two to four players can mix it up in the **Versus** mode on the same 16 courses. A single Karter can enter the **Time Trials** to set the record on a course. And finally, two to four players can butt bumpers in the **Battle Mode** in four different arenas. If you want to play one of the multi-player modes, of course, you'll need extra N64 controllers. And if you have a Controller Pak, you can save a ghost of your best race.

Items Mean War

Boos

The best time to put Boos to use is when an opponent has a super item such as the Thunder Bolt. If you steal the Thunder Bolt, you ensure that you won't be hit, plus you slow down the pack.

Spiny Shell

The Spiny Shell chases the leader, and it can take out others, too. Use it when you are fairly close to the front.

Red Shells

Red Shells are most effective when you are within sight of your target on a straightaway. They are especially useful for ramming other Karts when you're in a crowd. As always, use them quickly and get more items.

Boos

Boos steal items from another player when activated. They also can give you limited invincibility.

Thunder Bolts

The Thunder Bolt strikes every opponent's Kart, shrinking them and lowering their speed dramatically.

Red Shells

Three Red Shells rotate around your Kart. You can fire them at opponents, forward or backward.

Green Shells

Green Shells travel in straight lines and bounce off walls. Fire them in narrow corridors where they ricochet.

Bananas

Bananas cause Karts to spin out. When placed on corners, the victims may slip off the track.

Mushrooms

Regular Mushrooms give your Kart fiery power boosts.

Super Stars

Invincibility allows you to blow through any item without damage or to weather a Thunder Bolt attack.

Fake Items

These are actually bombs disguised as an Item Boxes. When Karts touch them, they blow into the sky.

Super Mushrooms

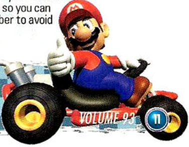
Super Mushrooms give you prolonged boosts to push your Kart to maximum speed.

Super Mushrooms

The Super Mushrooms' boosts are ideal for places where your Kart loses speed, such as on slopes or when cutting across grass or dirt. They're also useful for making up for lost speed if you rub a wall.

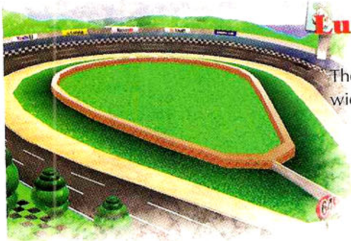
Fake Items

The best place to drop Fake Item Bombs is in line with a bunch of other Item Boxes. We recommend placing them consistently in the same place so you can remember to avoid them.



Mushroom Cup

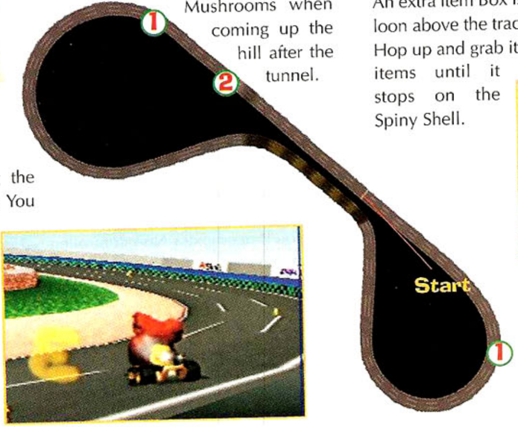
The first stop on the Grand Prix circuit is the Mushroom Cup. From the relatively simple Luigi Raceway to the hair-raising tracks in the Kalimari Desert, this first challenge will hone your skills for the tougher races ahead.



Luigi Raceway

Length: 717m

There are no shortcuts on this course but nice, wide turns that are great for power slides. Use Mushrooms when coming up the hill after the tunnel.

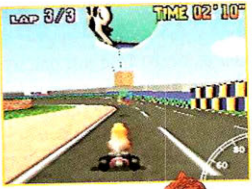


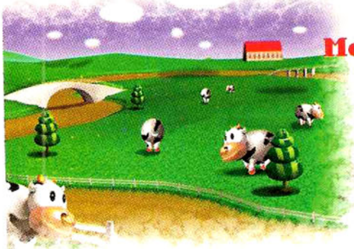
POWER SLIDE ①

Learn to power-slide by pushing the R Button as you turn into a corner. You can control the slide using the Control Stick. Each time you move the stick back and forth, Kart's smoke changes color. Release the R Button for a mini-boost if you have orange smoke. Once you master the power slide, you'll be on your way to the checkered flag.

BALLOON ②

An extra Item Box is attached to the hot air balloon above the track on the front straightaway. Hop up and grab it and let it cycle through the items until it stops on the Spiny Shell.





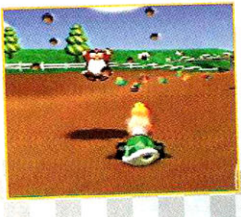
Moo Moo Farm

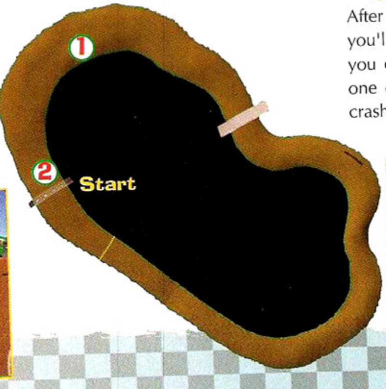
Length: 527m

This mole-infested track through a dairy farm features lots of wide turns, perfect for power-sliding, and obstacles that include an overpass and moles. Since power-sliding is the most important skill in Mario Kart 64, this is another great place to practice.

MOLES ①

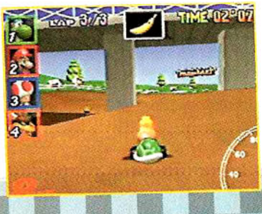
The mole colonies extend from the inside corner to the middle of the track, so by using your power slide to stay wide, you'll keep up your speed and miss the moles. If you hit a mole, though, you'll be launched skyward.





OVERPASS ②

After the last mole field, you'll pass under a bridge. In a close race, you can try to force an opponent against one of the support columns and cause a crash.



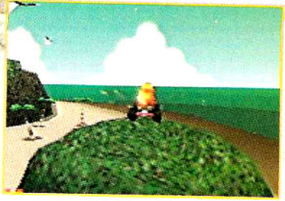
Koopa Troopa Beach

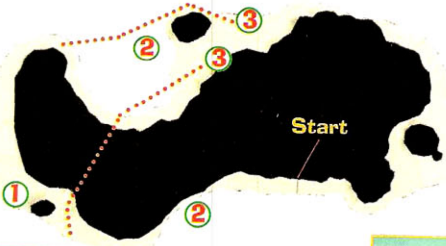
Length: 691m

You won't find any Koopa Troopas on this beach, but you will find plenty of shortcuts, jumps and crabs. Mushrooms are the most important item here because they allow you to blast through the tunnel.

SPINY SHELL ①

If you're tired of playing Follow the Leader, there's one sure way to mix things up. Before the grove of palm trees, use a Mushroom to get a needed boost up the ramp. You'll get the Spiny Shell in the Item Box above the rock.



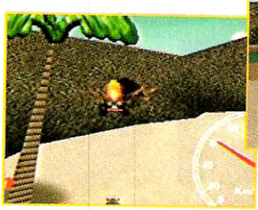


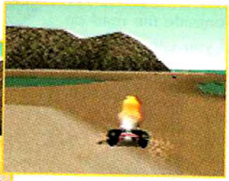
TWO SHORTCUTS ③

After the first jump, head to the right, go around the rock and across the bay on a sandbar. The second shortcut is through the tunnel. Go under the arch, to the left of the three ramps, then use a Mushroom to boost up the next ramp and shoot over to the tunnel.

CRABS ②

These crawling crustaceans can be found on many stretches of the beach course. If you hit one, you'll spin out as you would when hitting a banana. You can steer around them or use the Invincibility Star.





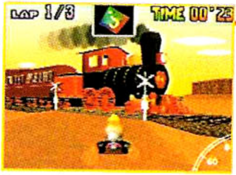
Kalimari Desert

Length: 527m

The desert loop is one of the most deceptive courses in the game. There's the train to contend with, and narrow roadways, but often the hardest part is just distinguishing the road from the desert.

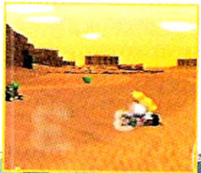
THE TRAIN ①

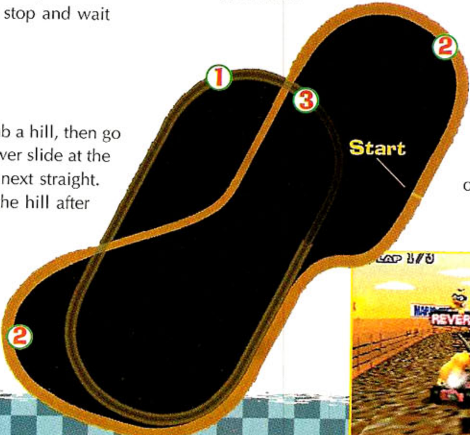
The train chugs along the track shown on the map, crossing the race course twice. If you approach a crossing at the same time as the train, and you can't race ahead of it, it's best to stop and wait for it to pass.



SLIDING ②

Right after the start, you climb a hill, then go into a left curve. Begin a power slide at the crest that carries you to the next straight. the second slide begins on the hill after the second crossing.





TUNNEL TROUBLE ③

The train tunnel may look like a convenient shortcut, but once you exit the tunnel, you'll find a long fence that forces you to travel just as far as if you had stayed on the road.

RACE DATA CANNOT BE SAVED FOR GHOST

LAP 1/3
TIME 00'25
RACE DATA CANNOT BE SAVED FOR GHOST
REVERSE

Flower Cup

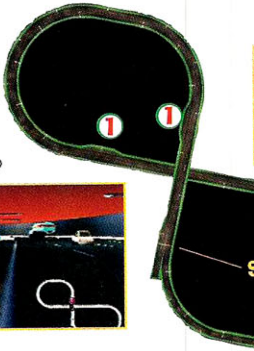
This is where things start to get interesting. Big Rig traffic, falling boulders, exploding snowmen and hairpin turns are just the frosting on the cake.

Luigip
Yosh

Toad's Turnpike

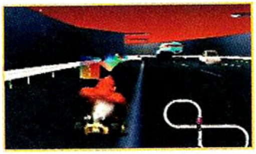
Length: 1,036m

The squeeze is on when you bash bumpers on Toad's Turnpike. With all this traffic, it can be tough finding a clear area to power-slide.



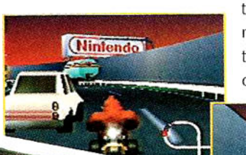
ITEM PITS ①

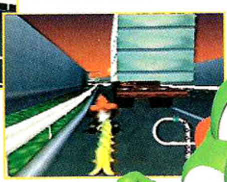
The items sit alongside the road on this course, and you can use that to your advantage. Power-slide into the pit and take out all the items so that no one behind you can get them.

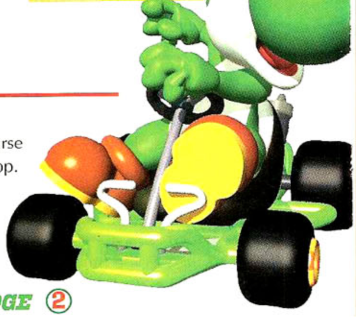


TRAFFIC

When the road ahead is crowded, hug the rail and squeeze ahead of the congestion. Usually, there's more room along the rail than between two lanes of traffic, but not always. Watch out for the bus!



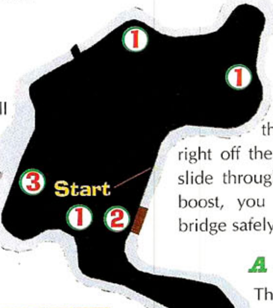




Frappe Snowland

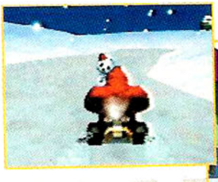
Length: 734m

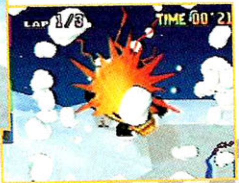
Snowmen blowing their tops and icy canyons make this course a winter blunderland. One slip can bring you to a frozen stop. But it's not all bad news. The wide turns are great for power-sliding pros.



SNOWMEN ①

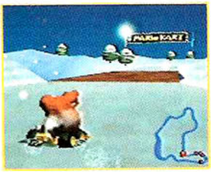
On many curves of the course, you'll find snowmen waiting along the edges. If you hit one, you'll blow up and lose precious seconds. Be careful as you power-slide in areas with these explosive snowballs.





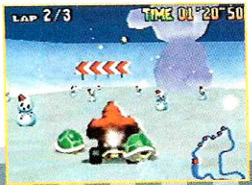
ICY BRIDGE ②

If you swing too wide out of the final turn, you'll slide right off the bridge. But if you power-slide through the turn and get a mini boost, you should rocket across the bridge safely.



A FROSTY FIELD ③

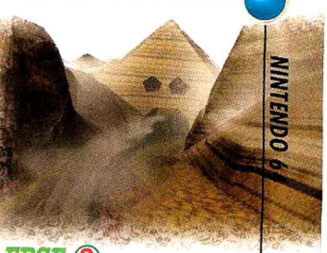
This could be your worst nightmare: a field spotted with exploding snowmen. Head just to the left of the giant snowman's belly where there is a safe line.



Choco Mountain

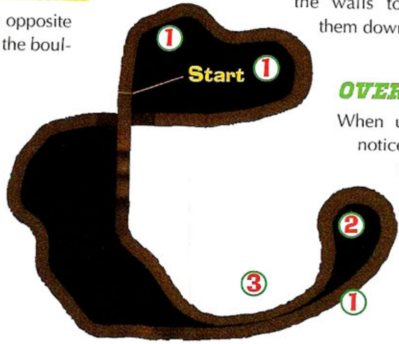
Length: 687m

You'll have to control your power slides carefully in this course, keeping away from the walls, which can drain all your speed. Try forcing your opponents against the walls to slow them down.



POWER CURVES ①

Keep your speed high by using the power slide through the long curves on Choco Mountain. Power-slide through the first turn, then quickly switch to an opposite slide. You can slide all the way through the boulder curve with power.



FALLOUT ②

It's not hard to avoid the falling rocks, but doing so while power-sliding through this long corner is more of a challenge. Move the Control Stick back and forth quickly to get the mini-boost.

OVER THE EDGE ③

When using the more powerful Karts, you'll notice that the railing along the boulder curve is missing. Keep your power slide close to the wall.

Mario Raceway

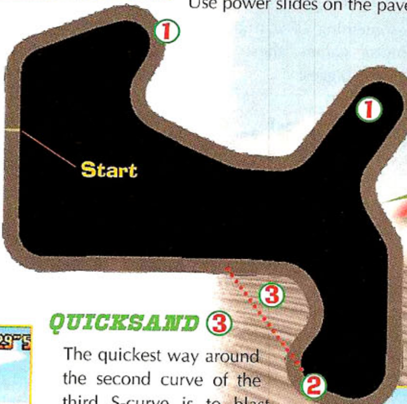
Length: 567m

This course may not look so tough at first glance, but the tight turns and narrow roadway will challenge any Karter. The sandy borders slow down players who stray, especially lightweights such as Toad and Peach. Use power slides on the pavement.

S-CURVES ①

LAP 2/3
TIME 00
1
2
3
4

This track has several sharp S-curves to negotiate. In each case, the first curve is critical. Power-slide through them, then get ready for a short slide through the second curve.



SAND TRAPS ②

Avoid the sand by starting power slides before the turns and releasing when you are lined up with the next straightaway. Drop bananas midway through corners.

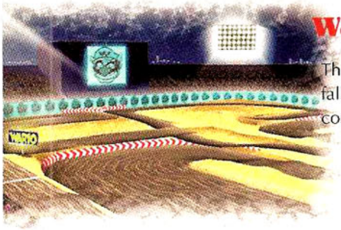
LAP 3/3
TIME 01'29"5
Shot!
Shot!
Shot!

QUICKSAND ③

The quickest way around the second curve of the third S-curve is to blast straight across the sand using a Mushroom booster. Cut close to the brick wall and aim for the pipe tunnel. You should hit the pavement with the booster still firing.

Star Cup

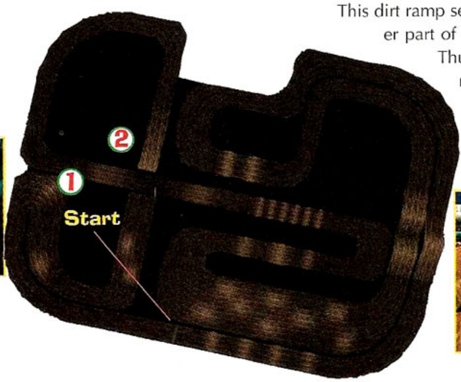
There's a little of everything in the Star Cup. The Stadium is wide-open while the Castle is like a maze. In Sherbet Land, you need to stay on the ice, but on the Royal Raceway, you'll take to the air.



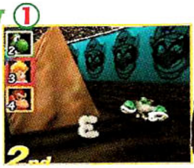
Wario Stadium

Length: 1,591m

This incredibly long course is a test of stamina. If you fall behind, you'll have lots of time to catch up. Most corners are wide, so try to get mini-boosts.



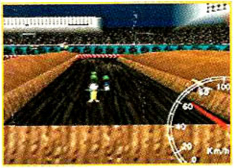
THE HAIRPIN ①

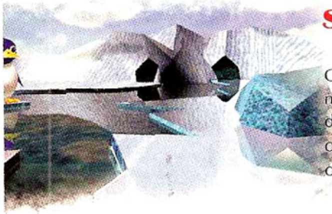


Near the end of the course is the one deadly corner in the Stadium. Powerslide early into this right-angle renegade, and mini-boost into the next turn.

AIRBORNE ②

This dirt ramp sends you up and over another part of the course. If you activate a Thunder Bolt when an opponent is in the air, he or she will fall onto the wrong track and have to repeat part of the course.

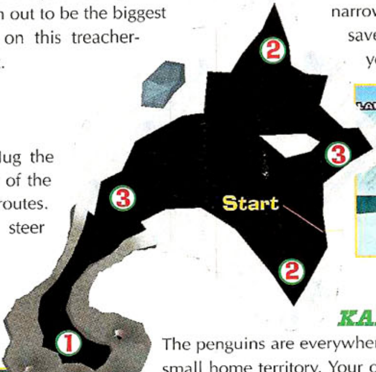




Sherbet Land

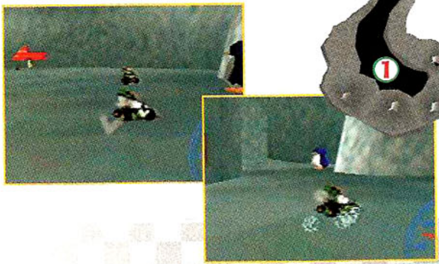
Length: 756m

Giant penguins—something of a trademark in Miyamoto games these days–turn out to be the biggest obstacle on this treacherous track.



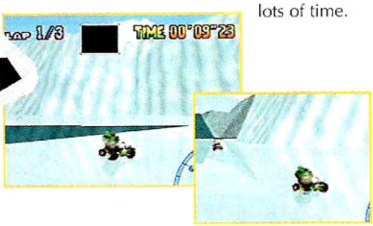
THE INSIDE LINE ①

The ice tunnel is a giant S-curve. Hug the inside apex of the turn to avoid most of the penguins and confusing alternate routes. While on the inside, you can also steer opponents into those columns of ice.



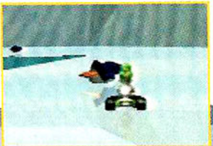
CUTTING CORNERS ②

Jagged corners along the edge of the ice sheet present a hazard and an opportunity. If you aim at the narrow tip of the opening, you can hop over it and save time, but if you misjudge the angle or hop, you could end up in the frigid lake and lose lots of time.



KART AND FEATHERED ③

The penguins are everywhere, but each bird seems to have a small home territory. Your only defense is to watch for them in the distance and steer around them. There is another benefit to these birds. You can push opponents into them so that they crash.

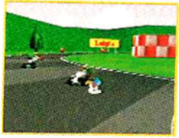


Royal Raceway

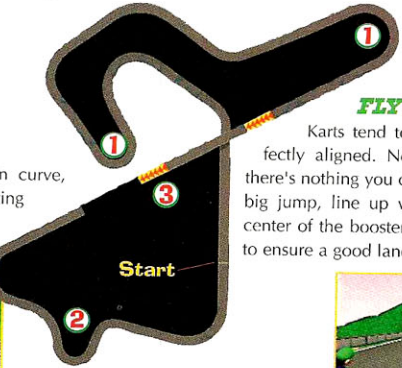
Length: 1,025m

BANANA SPLITS ①

The narrow, sharp turns on the Royal Raceway are great for dropping bananas, especially on the final S-curve. Use the power slide to keep your speed high.

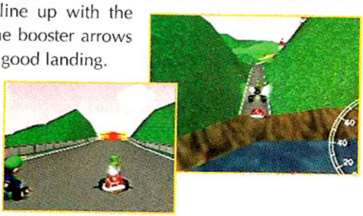


The castle grounds make for a lush course with killer curves. The narrow roadways and tight corners make it a great track for dropping peels and bombs but a lousy track for green shells.



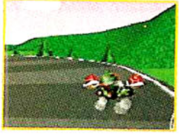
FLY STRAIGHT ③

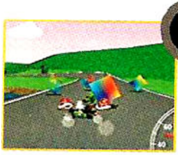
Karts tend to drift sideways unless they're perfectly aligned. Normally, you can correct this, but there's nothing you can do if you're in the air. So, on the big jump, line up with the center of the booster arrows to ensure a good landing.



THE FINAL S-CURVE ②

Drain a little speed going into the lead-in curve, then power-slide through the S-curve, cutting across the grass if you're worried about hitting the water.



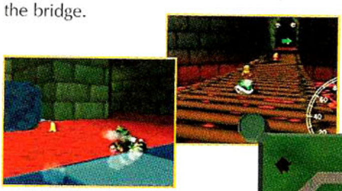


Bowser's Castle

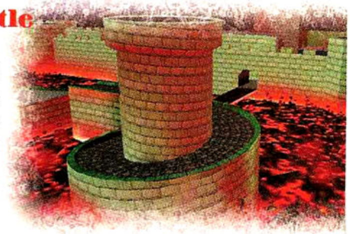
Length: 777m

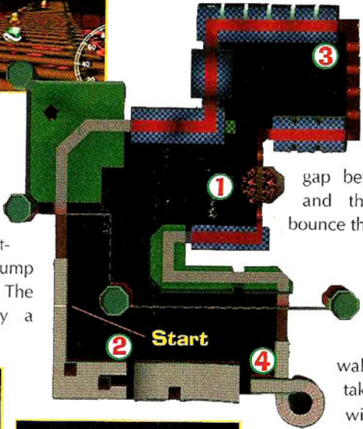
BRIDGE OF TERROR ①

In the third room with Thwomps, race down the far right side and power-slide through the doorway to line up with the bridge.



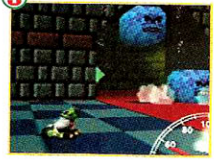
This is one seriously demented race track. Almost all the corners are right angles instead of curves, so you have to drive wide then cut across the corners. The crashing Thwomps make for an even greater challenge.





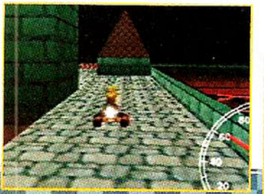
TWIN THWOMPS ③

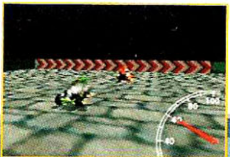
In the second Thwomp room, head down the far left side. To exit, aim for the gap between the closest Thwomp and the wall. At worst, you'll bounce through.



OUTSIDE BET ②

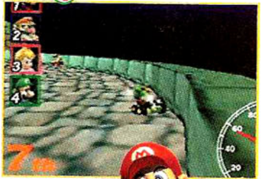
On the causeway, take the outside lane for the fastest time. Jump to the left of the block house. The inside lane is blocked by a brick wall.





TOO-TIGHT TURN ④

This curve curls around a stone wall. It's too tight to take at top speed, even with a power slide, but at least the power slide keeps your speed higher when you slide along the wall at the end of the curve.



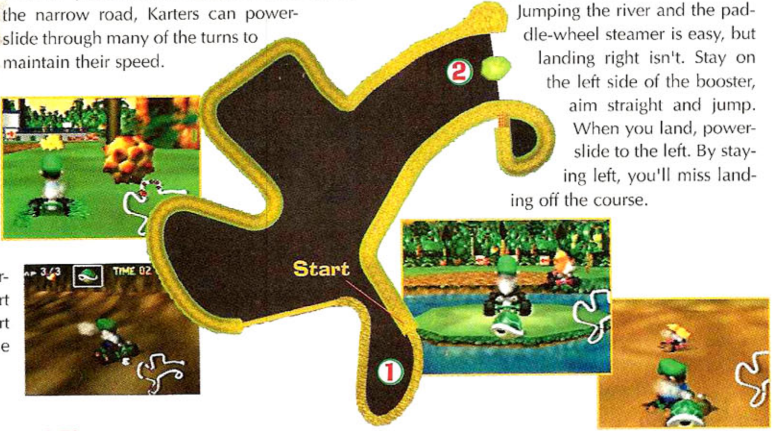
Special Cup

The most challenging foursome of courses remains if you win your way to the Special Cup by placing in each of the previous cups. Prepare for peril!

D.K.'s Jungle Parkway

Length: 893m

D.K.'s home track has a little of everything–riverbank curves, a boosted jump, a tunnel–you can even be attacked. In spite of the narrow road, Karters can power-slide through many of the turns to maintain their speed.



JUNGLE BUNGLE

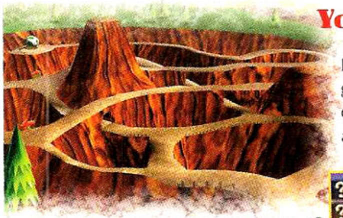
If you stay off the course for more than a second, the denizens of the jungle will bop you with spiked nuts. Don't bungle it–stay on course!

CUT IN THE DARK ①

In the tunnel, you can power-slide up the hill to the higher part of the track to cut it short. Start the slide when you see the torches on the wall above.

PADDLE JUMPING ②

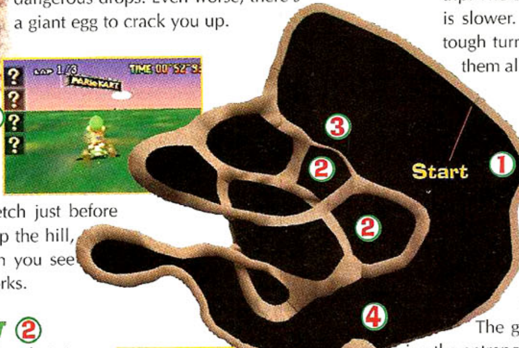
Jumping the river and the paddle-wheel steamer is easy, but landing right isn't. Stay on the left side of the booster, aim straight and jump. When you land, power-slide to the left. By staying left, you'll miss landing off the course.



Yoshi Valley

Length: 772m

Definitely one of the toughest courses in the game, Yoshi Valley is a maze of crossing paths and dangerous drops. Even worse, there's a giant egg to crack you up.



GRASS CUTTINGS ①

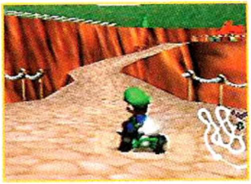
You can shave some time from your record or jump ahead of the competition by cutting across the grassy stretch just before the finish line. As you race up the hill, use a boost Mushroom when you see the sign. Invincibility also works.

A SPINY SITUATION ②

The inside tracks are littered with Spinys, which make you spin out like banana peels do. The only thing you can do is find the straight line between them and go for it.

WHERE TO GO? ③

This is the big question. Take the inside loop for the fastest, but most dangerous, trip. The outside path may be easier, but it is slower. On the inside paths, you have tough turns and Spinys but fast times. Try them all to see which one suits you best.



EGG-CITEMENT ④

The giant egg spins around, blocking the entrance to the rope bridge. The position changes slightly from left to right, giving one side an advantage. Take it.

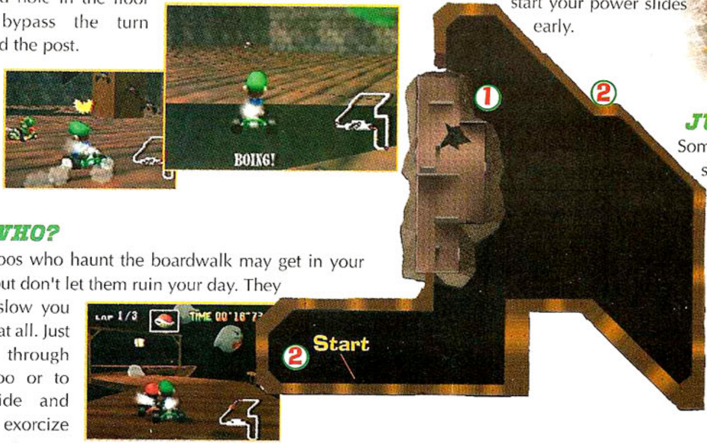
Banshee Boardwalk

Length: 747m

The right-angle turns and lack of rails in many areas of Banshee Boardwalk can spell SPLASH for unwary Karters. The top tip is to start your power slides early.

HOP THE STAR ①

In the stone house near the end of the course, you'll see a thick wooden post. By pressing the R Button, you can hop over the tip of the star-shaped hole in the floor and bypass the turn around the post.

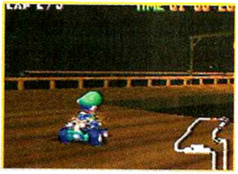


BOO WHO?

The Boos who haunt the boardwalk may get in your face, but don't let them ruin your day. They don't slow you down at all. Just focus through the Boo or to the side and you'll exorcize the ghost.

JUMP SKIPPING ②

Some of the sharp turns can be straightened out by hopping over the inside angle. Jump just as you reach the edge and don't try to clear more than a narrow span.



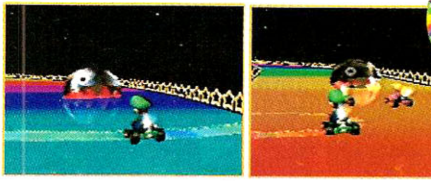
Rainbow Road

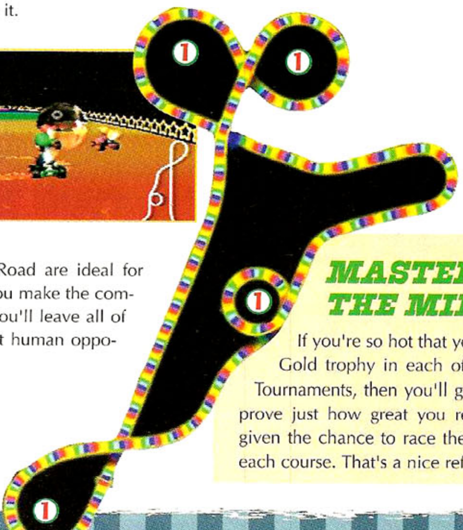
Length: 2,000m

It's long, but the Rainbow Road doesn't stop you with dangerous curves. Instead, it will wear you out. One mistake gives your opponents a big advantage. If you stay clear of the Chomps, you should blaze.

BEWARE: CHOMPS!

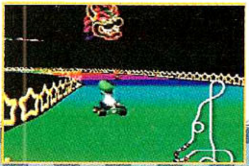
One chomp from a Chomp will ruin your race. Your only defense is to evade them. Watch them move in a zigzag pattern so you can anticipate where they are going. If you find one moving up a hill, though, it will come straight at you, so move to the side to pass it.





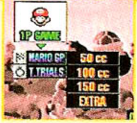
TITANIC TURNS ①

The huge turns on the Rainbow Road are ideal for power slides with mini-boosts. If you make the complete loop and exit with a boost, you'll leave all of the computer opponents (and most human opponents) in your dust.



MARIO KART 64
© 1996 Nintendo

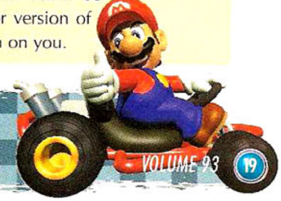
MASTER THE MIRRORS



1P GAME

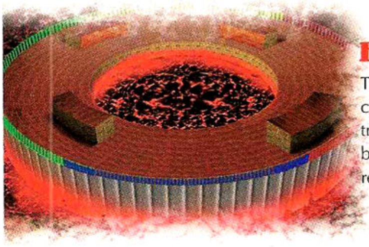
MARIO GP 50 cc
T.TRIALS 100 cc
150 cc
EXTRA

If you're so hot that you can win the Gold trophy in each of the four Cup Tournaments, then you'll get a chance to prove just how great you really are. You'll be given the chance to race the mirror version of each course. That's a nice reflection on you.



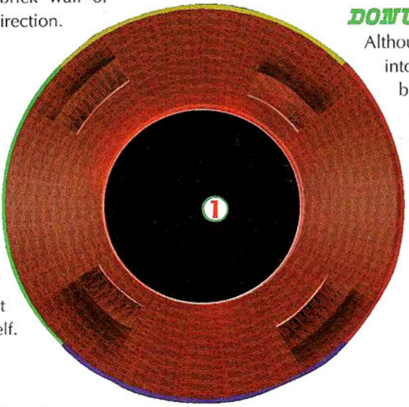
Battle Arena

Now it's really time to earn your balloons. Battle Mode, for two, three or four Karters, takes place in one of four battle arenas. You each have three balloons, which can be knocked off or shot off with shells. The last driver with a balloon wins.



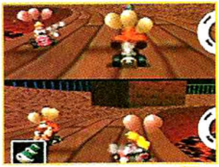
Big Donut

The round Donut arena is the simplest course, but it has dangers, too. If you have trouble finding your opponents, try hiding behind a brick wall or reversing direction.



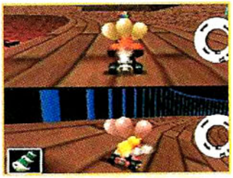
DONUT HOLE ①

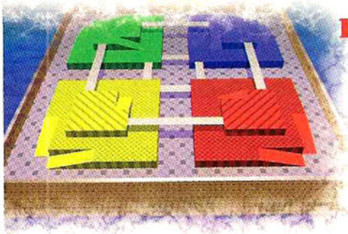
Although you probably won't drive into the hole intentionally, you can bump opponents into it or leave a trail of banana peels that leads to its edge.



COPE WITH THE SLOPE

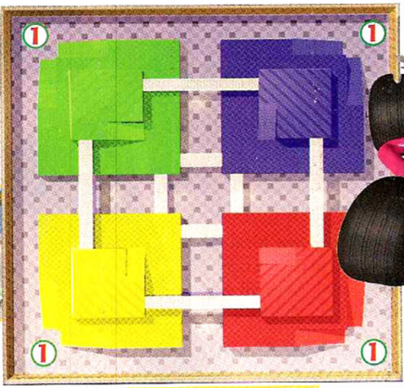
The slope on the upper portion of the Donut arena is littered with item boxes. This is a great place to drop bombs, but if you do, remember where you put them or else you might surprise yourself.





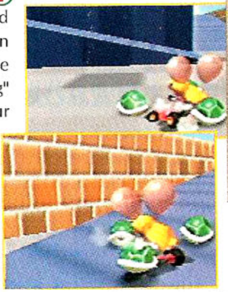
Block Fort

The Block Fort has more variety than the other battle arenas. You can drive around on three levels, ambush drivers from above, or even drop on them from the skyways. Watch out, though. You'll begin this battle face-to-face with your enemy.



RAMP IT UP ①

Ramps can be used defensively when you're in trouble with a red "homing" shell hot on your tailpipe. Zip up a ramp and take the first sharp corner to escape.



SHELL AMBUSH

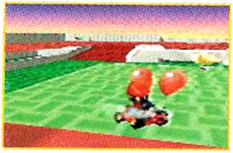
For some fiendish fun, try cruising up to the top of a block tower with a Red Shell. Watch your radar screen for a foe to appear below, then surprise them with a shot from out of the blue.

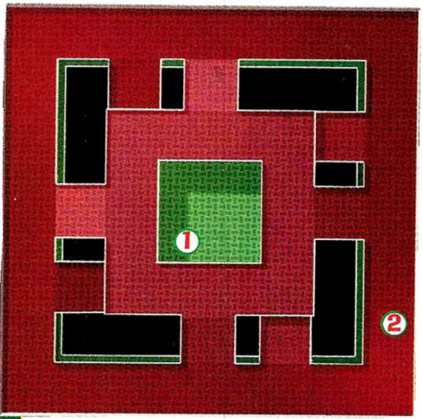
Double Deck

Actually, there are three levels to the Double Deck arena. The coolest thing about the Decks is that you can hop over the edge of the upper levels to reach the lower levels, thus leaving your enemies bamboozled.

DROPPING OUT ①

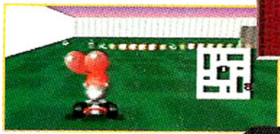
Foes aren't the only ones you can leave behind by jumping over the edge of the top deck. If a Red Shell is closing in, go over the edge, then reverse direction to lose it.





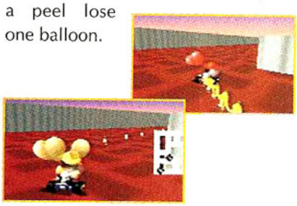
GREEN AND MEAN ②

Since Green shells bounce off walls until they hit a Kart, fill the lower deck with bouncing greenies. Just make sure that you don't wander into your own trap.



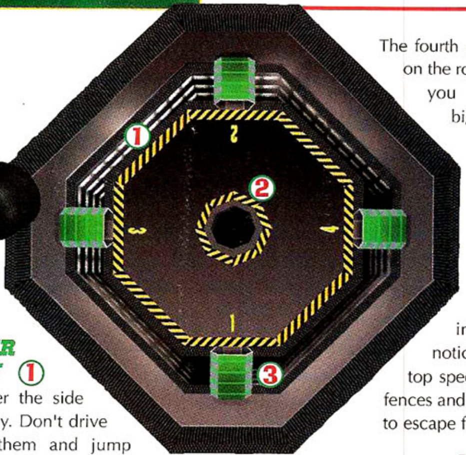
SURPRISE ATTACK

With so many right-angle corners around, you can make use of them by placing banana peels and bombs just beyond a corner. Karters who slip on a peel lose one balloon.



Skyscraper

The fourth arena is located high on the roof of a skyscraper. As you might expect, the biggest danger (besides your opponent) is falling off. Remember, speed kills.

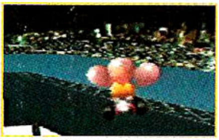


THE PITS ②

Along the central pit and the holes between the inner and outer tracks, you'll notice slightly raised fences. At top speed, you can leap over these fences and jump your Kart over the pits to escape followers.

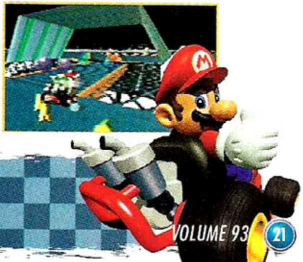
DANGER BELOW ①

Jumping over the side holes is tricky. Don't drive straight at them and jump because you'll speed right over the outer edge. To stay on track, approach and jump the hole at an angle.

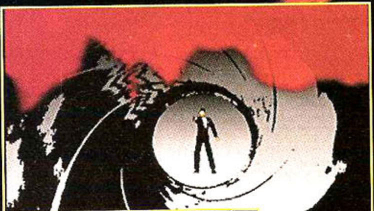


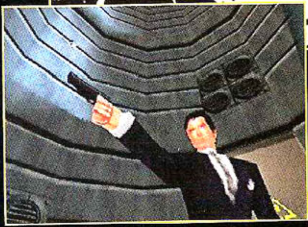
HOLD 'EM ③

If you can hold your opponents on the outer track, you'll have more freedom to get items and attack from the inside. You can attempt this daring strategy by blocking the bridges with bananas and bombs.



GOLDENEYE™





IT'S FOR YOUR EYES ONLY! NINTENDO POWER HAS THE EXCLUSIVE DOSSIER ON THE LATEST THRILLER FROM NINTENDO AND RARE. JAMES BOND MIGHT ONLY LIVE TWICE IN THE MOVIES, BUT YOU CONTROL HIS DESTINY IN GOLDENEYE 007, A 3-D ACTION GAME PROBABLY BEST SUITED FOR MATURE PLAYERS. HERE'S YOUR SNEAK PREVIEW AT THE N64 GAME WITH ALL THE ACTION AND DRAMA OF A MAJOR MOTION PICTURE!

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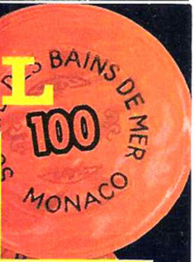
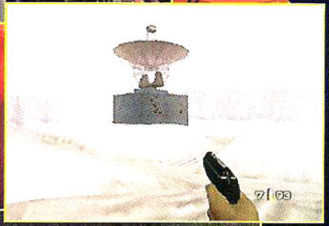
A VIEW TO A THRILL



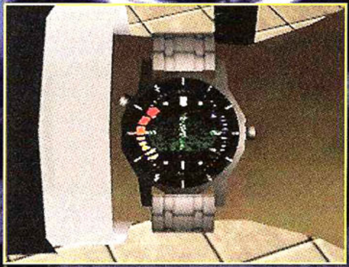
Years ago the Soviet Union developed the GoldenEye satellites, devices designed to deliver an electromagnetic pulse over any battlefield. Now someone has stolen the satellite's computerized control cards, and the fate of the world rests on the shoulders of James Bond, British Secret Agent 007.

GoldenEye 007 is a 3-D action game with spectacular first-person graphics and sound so real you'll be shaken and stirred. A dynamic range of background music and realistic graphics place you in shoes of the world's most famous secret agent. The game's features mirror the action in the movie—even the faces of the actors have been texture mapped onto the characters. While we reviewed an early version of the game, the graphic details were stunning and realistic—right down to the smoking, bullet pockmarks in the walls. The game also features an extensive weapons arsenal and cool spy gadgets. Whether you're a Bond fan or a 3-D game aficionado, you'll want this thriller in your sights.



WATCH THE CLOCK

Q BRANCH ISSUED BOND A WRISTWATCH THAT DOES MORE THAN KEEP TIME. THIS VERSATILE TIMEPIECE KEEPS TRACK OF YOUR MISSION INFORMATION. CONSULT YOUR WATCH FREQUENTLY TO KEEP ABREAST OF NEW DEVELOPMENTS. CHECK OUT THE WRISTWATCH'S FUNCTIONS BELOW.



AVAILABLE WEAPONS

The Available Weapons screen provides a comprehensive list of the weapons or mines that you are carrying.

CURRENT WEAPON

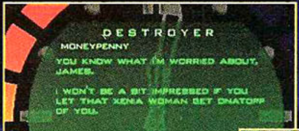
The Current Weapon screen displays the weapon you've selected, your remaining ammo and your mission status.

CONTROLLER FUNCTIONS

You can reconfigure your controller functions and adjust the volume of the sound effects and background music on the Controller Functions screen.

MISSION STATUS

The Mission Status screen actually includes a complete dossier of all the information related to your mission. You can review your briefing with M, the latest gadgets from Q Branch, any late breaking news from Moneypenny and your Mission Objectives summary.



DESTROYER

MONEYPENNY

YOU KNOW WHAT I'M WORRIED ABOUT, JAMES.

I WON'T BE A BIT IMPRESSED IF YOU LET THAT XENIA WOMAN GET ONATOPP OF YOU.

BACKGROUND

The Background information screen summarizes everything related to your current position and catches you up on the latest intelligence information.

M BRIEF

M outlines the reason for your mission and your objectives. She may also advise you of restrictions or hazards related to your assignment.

Q BRANCH

Check the information file for a quick summary on how to use Q's latest contraption—and do try to return it in one piece.

MONEYPENNY

In addition to brightening your day with her biting sense of humor, Moneypenny updates your information files with late-breaking news. She can also do research on clues you come across during your missions.

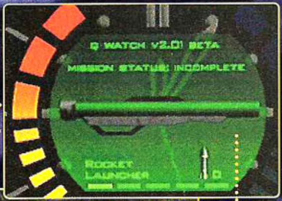
MISSION OBJECTIVES

Check the status of your work in the field on the Mission Objectives screen. You'll be notified of any unfinished business, like Neutralizing Security or Recovering Data. A flashing "INCOMPLETE" message appears next to any assignment that remains unfulfilled.

TOOLS OF THE TRADE

HER MAJESTY'S SECRET SERVICE HAS THE TOOLS YOU NEED TO COMPLETE YOUR MISSION, BUT THERE'S A TIME AND PLACE FOR EVERYTHING. YOU MIGHT BE THE MAN WITH THE GOLDEN GUN, BUT YOUR BEST ALLIES IN THE FIELD ARE STEALTH AND SURPRISE. IF THEY DON'T WORK, YOU CAN ALWAYS PULL OUT THE HEAVY ARTILLERY. GOLDENEYE 007'S HUGE ARSENAL OF WEAPONS PROVIDES ENDLESS METHODS FOR GETTING THE JOB DONE AND GETTING OUT ALIVE.

ROCKET LAUNCHER


Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
ROCKET LAUNCHER
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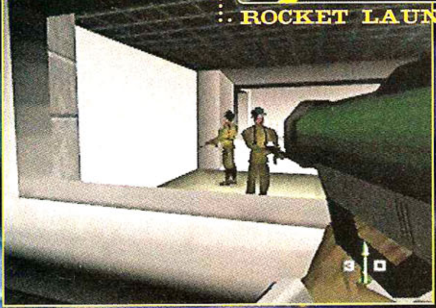
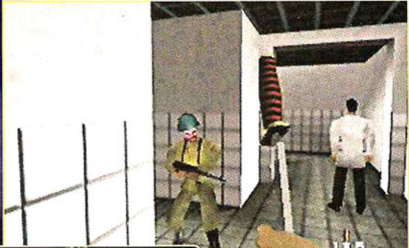
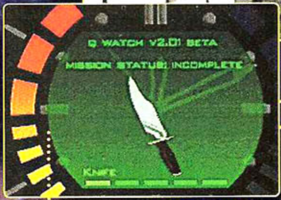
The Rocket Launcher is capable of dispatching armored targets from a medium range. This weapon does not have a magazine.



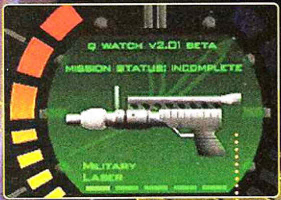
KNIVES



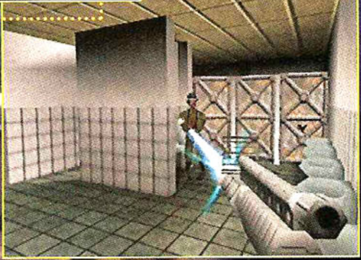

Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
KNIFE

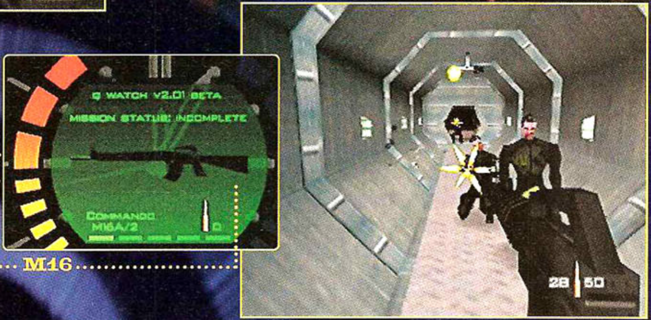
While silent, knives are effective only if your intended target is caught by surprise at a very close range. Bond will find both hand-held Hunting Knives and Throwing Knives on his missions.

LASER


Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
MILITARY LASER

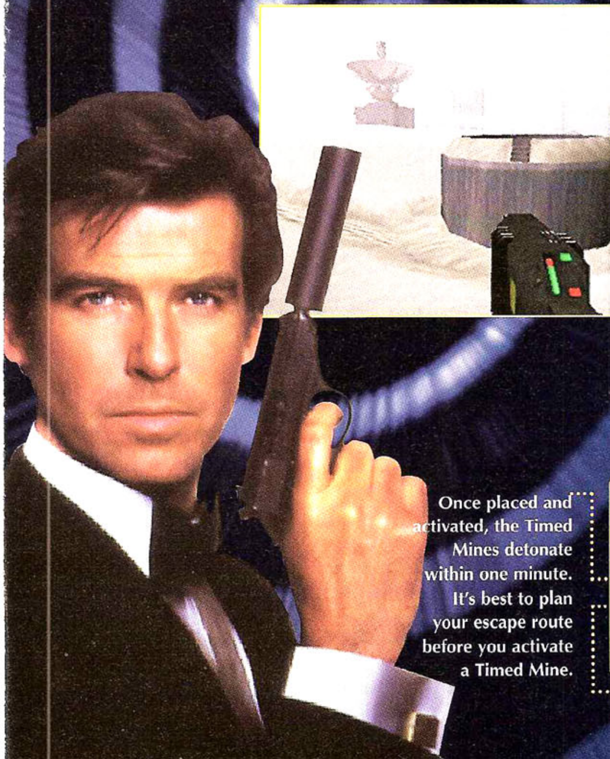
A weapon still under development, the Military Laser Gun proved its value in Bond's Moonraker adventure. The Laser's range is comparable to other assault rifles.

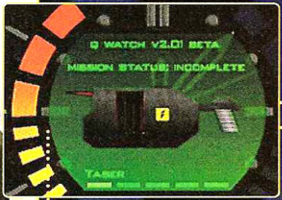



Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
COMMANDO M16A/2
28 50

The American made Commando M16A/2 assault rifle has a rapid rate of fire and can effectively dispatch long range targets. The weapon has a 30-round magazine.

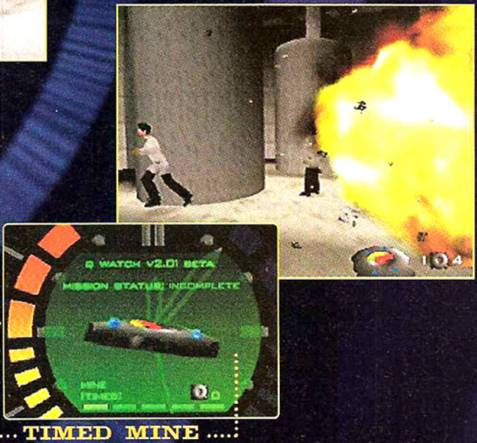
M16




Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
TASER

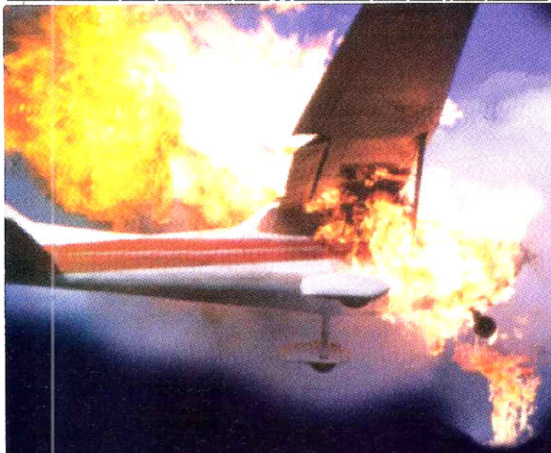
The Taser stun gun is the most humane weapon in the game. The gun temporarily incapacitates human targets. The Taser works only at close range.

TASER


Q WATCH V2.01 BETA
MISSION STATUS: INCOMPLETE
MINE (TIMED)

Once placed and activated, the Timed Mines detonate within one minute. It's best to plan your escape route before you activate a Timed Mine.

TIMED MINE

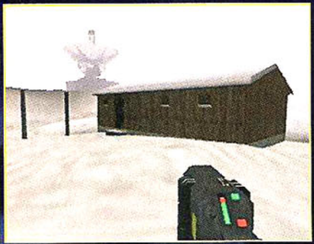


AREAS

STOP WATCHING AND START WALKING. AS THE LEADING MAN IN GOLDENEYE 007, YOU HAVE COMPLETE FREEDOM TO WANDER THROUGH THE SAME LOCATIONS YOU SEE IN THE MOVIE. BUT YOU MIGHT FIND SIGHT-SEEING EXTREMELY HAZARDOUS TO YOUR HEALTH.

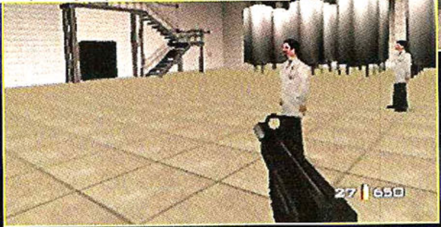
THE ARKANGEL CHEMICAL WEAPONS FACTORY, U.S.S.R.

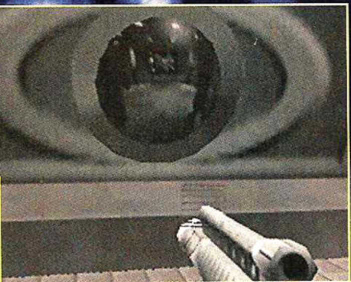
Nine years before the GoldenEye satellites were stolen, James Bond and British Agent 006, Bond's good friend, Alec Trevelyan, infiltrated and destroyed the Arkangel Chemical Weapons Factory. During the operation, 006 was captured and shot. Assuming that his companion was dead, Bond escaped from the burning factory. The game version of this facility is heavily fortified, and you'll need to find certain keys before you can reach the chemical weapons storage area.



SPACE WEAPONS CONTROL CENTER, SEVERNAYA, SIBERIAN RUSSIA

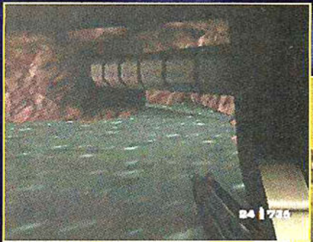
The Space Weapons Control Center in Severnaya, Siberia is the electronic nerve center of the GoldenEye operations and all of the other top-secret projects in the Russian Space Defense network. Xenia Onatopp and General Ourumov, the corrupt head of Russia's Space Division, use the Tiger Helicopter to break into the weapons control center and steal the control cards for the GoldenEye satellites. While the security cameras identify General Ourumov as friendly, they won't recognize you. If any of the cameras in the facility spot you, an alarm will sound and alert the guards.

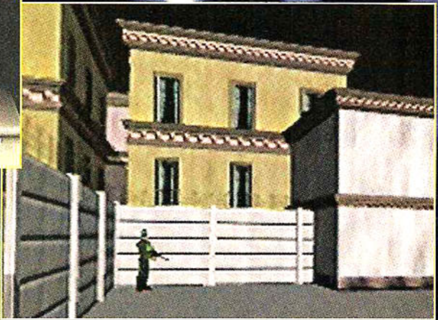




THE FRENCH FRIGATE, LAFAYETTE

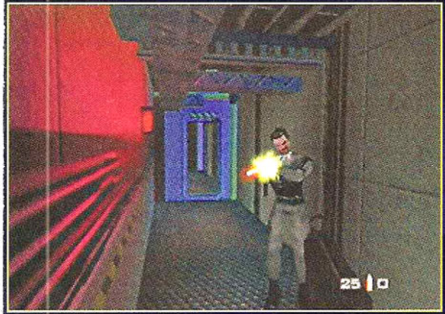
James stumbles on a plot to steal the Tiger Helicopter, a prototype stealth aircraft that is immune to all forms of electronic warfare, including electromagnetic pulses. Bond must board the LaFayette and stop the aircraft demonstration before Xenia Onatopp, an ex-Soviet agent, can steal the Tiger. The floor plans of the frigate in the game are detailed and complete with narrow corridors, realistic lighting, and steep, grated stairwells. Cover is scarce to non-existent.





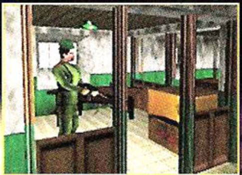
SPACE WEAPONS CONTROL CENTER, CUBA

Ourumov may have destroyed the Space Weapons Control Center in Severnaya, but a secondary control center is hidden in Cuba. Bond must infiltrate the heavily defended facility and disable the computer system before the second GoldenEye satellite destroys London. This facility is the most heavily fortified structure in the game, complete with robotic gun turrets and M16-toting guards.



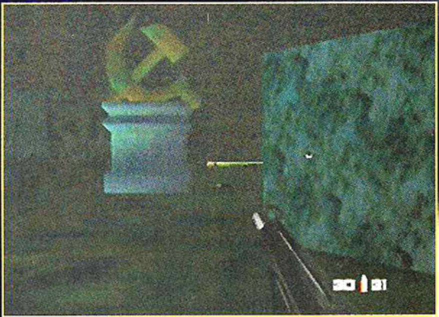
THE ST. PETERSBURG PRISON, RUSSIA

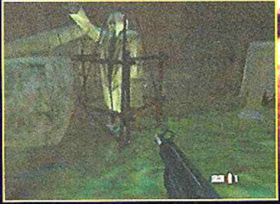
After escaping from Trevelyan's trap at the monument graveyard, James is apprehended by the Russian authorities. Bond tries to tell his interrogator about Ourumov's crooked operation, but the general interrupts the interrogation, frames Bond for the murder of the interrogator and attempts to shoot 007 "for trying to escape." Bond has no choice but to flee the prison and seek refuge in the nearby archives. The layout of the archive rooms in the game replicates the floor plan used in the movie.



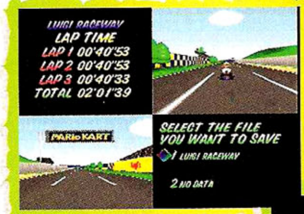
STATUE PARK, ST. PETERSBURG, RUSSIA

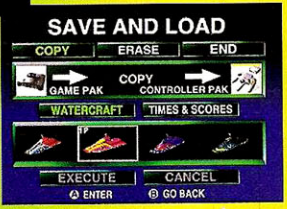
Looking for clues, Bond arranges a meeting with the mysterious underworld weapons dealer named Janus. Janus agrees to meet with 007 in the dark shadows of the Soviet Union's forgotten monuments. During the meeting, Bond discovers that Janus is actually Alec Trevelyan, formerly Agent 006, the man he left for dead in the Arkangel Chemical Weapons Factory. Trevelyan intends to make sure Bond won't reveal his secret or his connections to General Ourumov. The monument graveyard is a treacherous and foreboding maze of statues, with unseen dangers lurking behind every chunk of broken mortar.





N64 CONTROLLER PAK: MOBILE MEMORY!


LUIGI RACEWAY
LAP TIME
LAP 1 00'40"53
LAP 2 00'40"53
LAP 3 00'40"33
TOTAL 02'01"39
MARIO KART
SELECT THE FILE YOU WANT TO SAVE
1 LUIGI RACEWAY
2 NO DATA


SAVE AND LOAD
COPY
ERASE
END
GAME PAK
COPY
CONTROLLER PAK
WATERCRAFT
TIMES & SCORES
EXECUTE
CANCEL
Ⓐ ENTER
Ⓑ GO BACK

YOU CAN'T BRING TWO VIDEO GAMERS TOGETHER WITHOUT SOMEONE PROPOSING A FRIENDLY COMPETITION—THAT'S JUST THE NATURE OF THE GAMING BEAST.

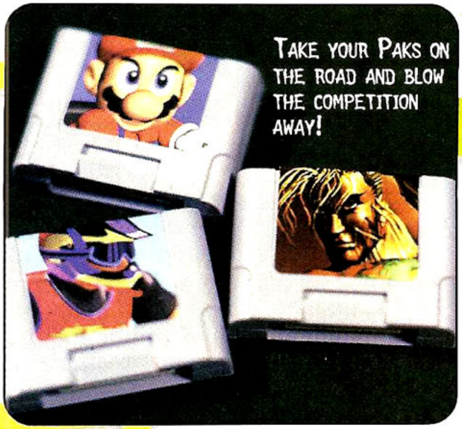
NOW YOU CAN GET A JUMP ON YOUR OPPONENTS EVEN BEFORE YOU STRUT IN THE DOOR. WITH AN N64 CONTROLLER PAK, YOU CAN CARRY YOUR BEST LAP TIMES, HOTTEST TEAM STATS, BADDEST CUSTOM PLAYERS AND MORE, RIGHT IN YOUR POCKET, READY TO TAKE ON ALL CHALLENGERS!

ELAPSED
00:14:31
TIME
61
1st
CHECKPOINT
RPM

TAKE IT ON THE ROAD

Since the dawn of video games, players have been on a never-ending quest to post the highest scores, the best performance stats and the most wins for every game they could get their thumbs on. Competitive spirit was expected, and where gamers gathered, you knew there would be challenges aplenty, complete with tales of that "terrific score/team/character on my Pak at home that would blow yours away!" Now with the N64 Controller Pak, you can put your money where your mouth is!

What is the N64 Controller Pak, you ask? To put it simply, the NCP consists of a



TAKE YOUR PAKS ON THE ROAD AND BLOW THE COMPETITION AWAY!

memory chip and a battery in a small cartridge, which plugs into the bottom port of your N64 controller. If your game is NCP-compatible, you'll be able to save game data directly to this cartridge. This save function is separate from any normal save or password options your game may have. You can use the NCP as a back-up save file for your game, or you can take your data and load it onto another copy of the same game on another N64 system. Depending on the title, you may be able to save and transport everything from high scores to a sports team's winning season record to custom characters with multiple special options. In some cases, you'll be able to combine two or more sets of stats and rankings or even pit championship teams from different game Paks against each other! We should make it clear that not all N64 games will be NCP compatible, and save options will vary from title to title. From what we've seen of current and future NCP compatible games, though, the competitive possibilities are definitely exciting!

FULGORE
99
SABREWULF

MEMORIES ARE MADE OF THIS

Game Paks use static RAM chips to store all sorts of temporary or rewritable information, including save files and the like, and the N64 Controller Pak uses the same kind of memory chips for its save functions. Super NES Games were generally equipped with 64k or 126k RAM chips, while the NCP uses a 256k chip. While this may not seem like much RAM in this day and age, it's more than enough for this job. Even if future games demand more storage capacity, Nintendo engineers assure us that it would be quite simple to upgrade the NCP to one, two, three or even four megabits of RAM!

So how much is 256k worth in practical gaming terms? The NCP actually measures and displays its storage space in "pages," and you can fit up to 123 pages of data on one cartridge. Most games will require no more than ten pages per save file, and you can have up to six save files on one NCP. You can't save data from the same game to more than one memory slot (for example, if you've copied your KI Gold data to the first save file, you can't copy KI Gold data to the second save file, even if it's from a different game Pak or a different point in your game), but you'll always have the option to update or erase the data that's already there.

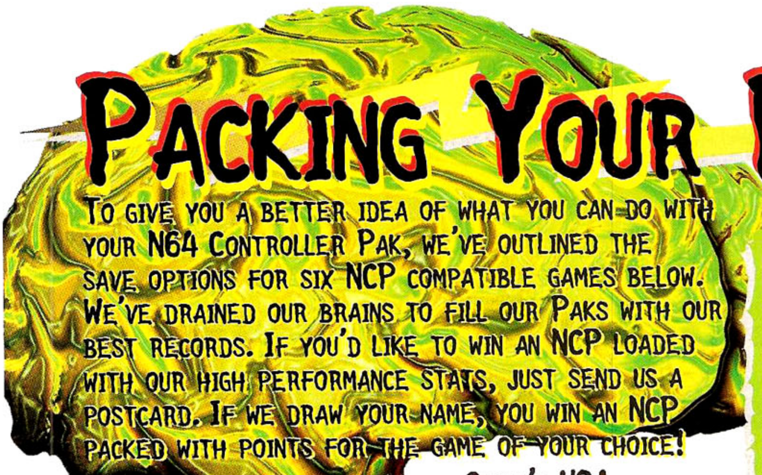
OLAJUWON
PRESS START
PRESS START
PRESS START
HANGTIME

ALL-STAR LINE-UP

By now you're probably wondering which current games are compatible with the N64 Controller Pak. As of this writing, Mario Kart 64, Wave Race 64, Cruisin' USA, KI Gold, Wayne Gretzky's 3-D Hockey and NBA Hangtime are all confirmed as NCP compatible. (Star Wars: Shadows of the Empire was originally planned as an NCP compatible title, but this option was dropped just prior to the game's release.) More NCP compatible titles are currently in development, including Nintendo's space mission adventure StarFox 64, now scheduled for a spring release.

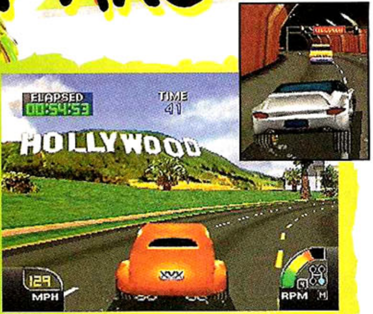
MOVER AND SHAKER

If you read last month's Shoshinkai exclusive, then you know that another N64 accessory that's causing a stir is the so-called "Jolting" or "Jumping" Pak. Now referred to as the Force Pak, this accessory is a bit larger than the NCP and also plugs into the N64 controller port. Designed with action games in mind, it shakes whenever your character or vehicle gets hit by enemy fire or runs into obstacles. The jolting action is created by a small, spinning motor. Because the motor is mounted off-center, it oscillates as it spins, simulating the shockwave of a laser hit or a huge explosion. The Force Pak's motor design is actually very similar to the type used in pagers that vibrate to let you know when a message is coming through. The Force Pak has just begun to be play tested by Nintendo evaluators.



PACKING YOUR PAKS

TO GIVE YOU A BETTER IDEA OF WHAT YOU CAN DO WITH YOUR N64 CONTROLLER PAK, WE'VE OUTLINED THE SAVE OPTIONS FOR SIX NCP COMPATIBLE GAMES BELOW. WE'VE DRAINED OUR BRAINS TO FILL OUR PAKS WITH OUR BEST RECORDS. IF YOU'D LIKE TO WIN AN NCP LOADED WITH OUR HIGH PERFORMANCE STATS, JUST SEND US A POSTCARD. IF WE DRAW YOUR NAME, YOU WIN AN NCP PACKED WITH POINTS FOR THE GAME OF YOUR CHOICE!

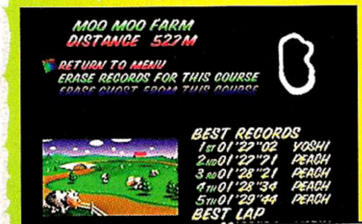


CRUIS'N USA

Pages per Save File: 7

N64 Controller Pak Save Options: Save your track records, (including the cross-country run), controller button configurations and vehicle upgrades.

Prize Pak: This prize Pak will contain a completed cross-country race and the fastest versions for all the basic vehicles, including the '63 Muscle Car, the La Bomba, the Devastator VI and the Italia P69. Use our revved-up road warriors to set your own land speed records and make it to the Cruis'n USA Hall of Fame!



MOO MOO FARM
DISTANCE 527M
RETURN TO MENU
ERASE RECORDS FOR THIS COURSE
ERASE GHOST FROM THIS COURSE
BEST RECORDS
1ST 01'22"02 YOSHI
2ND 01'22"71 PEACH
3RD 01'28"21 PEACH
4TH 01'28"34 PEACH
5TH 01'29"44 PEACH
BEST LAP

MARIO KART 64

Pages per Save File: 121

N64 Controller Pak Save Options: Save up to two "ghost mode" time trials. You can challenge a ghost racer in a replay of the saved trial!

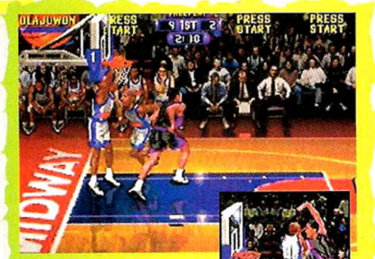
Prize Pak: This prize Pak will contain ghost mode time trials for two of the toughest tracks. Race bumper-to-bumper with Nintendo's best!

NBA HANGTIME

Pages per Save File: 7

N64 Controller Pak Save Options: Save your personal win/loss record and stats. This save option works with default NBA players and custom players that you create. The Pak will also save custom players' accumulated skill points and special option settings.

Prize Pak: This prize Pak will contain one custom player with totally maxed-out attributes. You'll be able to tweak this player to your exact specifications. Three-pointers like rifle shots? Check! Block shots like you're a brick wall? Check!



KI GOLD

Pages per Save File: 3

N64 Controller Pak Save Options: Save the special options up to Level Three. The special options are normally available after completing the Training mode on different difficulty levels.

Prize Pak: This prize Pak will contain all special options through Level Three, including Throw Damage adjustment, Easy Breakers, Invisible Tag, Aerial Camera, Full Super Bar, Full Breakers, Powered Finishes, Missiles, Fast Fireballs, Auto-Double on/off and the too-cool Gold, White and Shadow uniforms! You'll be able to put a big smack down on your opponents and look cool doing it!

FULGORE
99
SABREWULF
MANUAL
SUPER

N64 CONTROLLER PAK: MOBILE MEMORY!

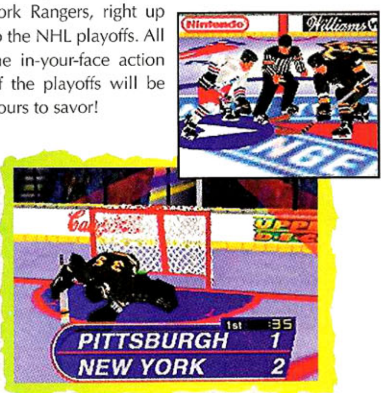
NINTENDO64
CONTROLLER PAK
MEMORY

WAYNE GRETZKY'S 3-D HOCKEY

Pages per Save File: 7

N64 Controller Pak Save Options: Save your season progress and career stats, including your records against all teams in all divisions.

Prize Pak: This prize Pak will contain a full, 82-game winning season with Wayne Gretzky and the New York Rangers, right up to the NHL playoffs. All the in-your-face action of the playoffs will be yours to savor!



OFFICIAL CONTEST RULES

No purchase necessary. To enter, print your name, address, telephone number, your choice of one of the six N64 Controller Pak prizes, and the answer to the trivia question, "How many pages of data can the N64 Controller Pak hold?" on a 3 1/2" x 5" card and send it to the address shown at the right.

One entry per person, please. All entries must be postmarked no later than March 1, 1997. We are not responsible for lost or misdirected mail. On or about March 14, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address at the right after March 31, 1997.

Grand Prize: Ten Grand Prize winners will receive one N64 Controller Pak of their choice, chosen from the six featured on these pages. Estimated total value of all prizes is $500. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations. All federal, state and local taxes, license and registration fees shall be the sole responsibility of the winner.

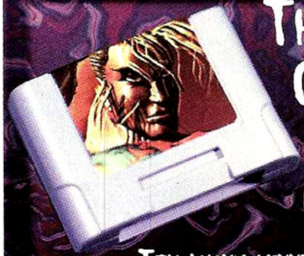
WAVE RACE 64

Pages per Save File: 2

N64 Controller Pak Save Options: Save your race and stunt records, progress through the racing circuits, controller and custom rider configurations. Data from an NCP can be combined with data on a game Pak to produce a new, unified set of records and rankings!

Prize Pak: This prize Pak will contain a full set of open courses, including the Hard, Expert and Reverse level courses, plus a roster of custom riders set to our expert specifications!

1'49"261
LAP SPEED
MAX POWER
MAX POWER



THE GREAT N64 CONTROLLER PAK BRAIN DRAIN GIVEAWAY

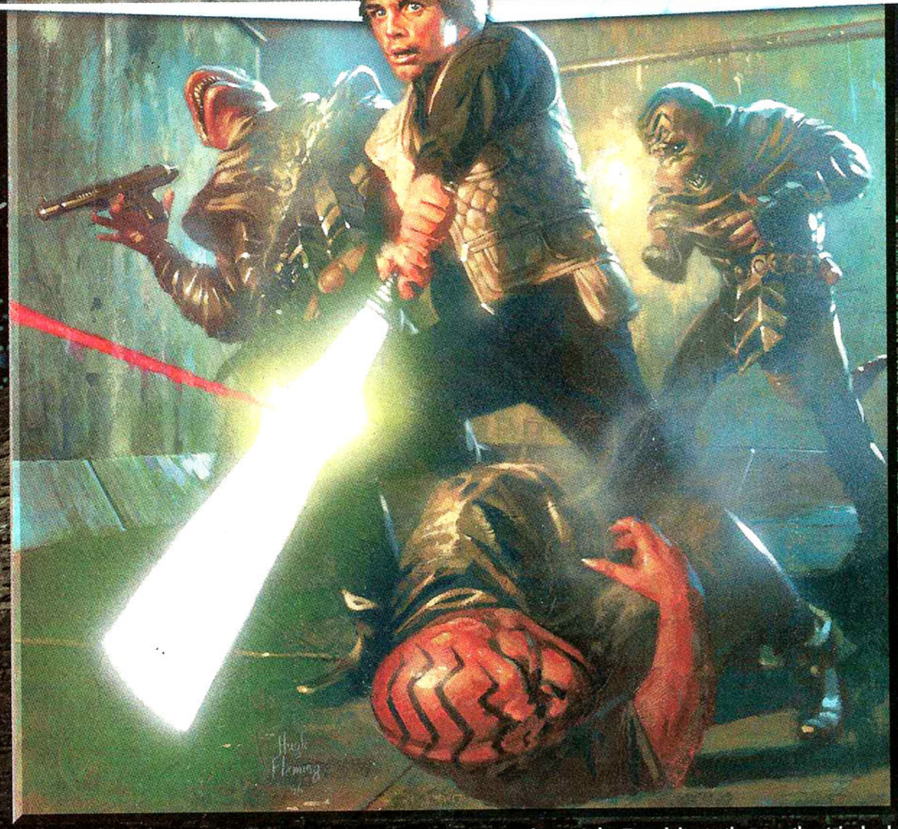
TEN LUCKY WINNERS WILL RECEIVE ONE PRIZE PAK OF THEIR CHOICE. WRITE DOWN YOUR PICK OF THE PAKS ON A POSTCARD AND SEND IT IN. IF WE DRAW YOUR NAME, YOU WIN! CHOOSE FROM THE PRIZE PAKS BELOW:

- **Cruis'n USA Prize Pak:** The fastest versions of all four basic cars!
- **Wave Race 64 Prize Pak:** A full set of open courses, plus all riders customized to our expert specifications!
- **KI Gold Prize Pak:** All options through Level Three, including the special Gold, White and Shadow uniforms!
- **Mario Kart 64 Prize Pak:** Record-setting ghost mode time trials on two of the toughest courses!
- **Wayne Gretzky's 3-D Hockey Prize Pak:** A full, 82-game winning season with Wayne Gretzky and the New York Rangers!
- **NBA Hangtime Prize Pak:** One custom player with maxed-out attributes!

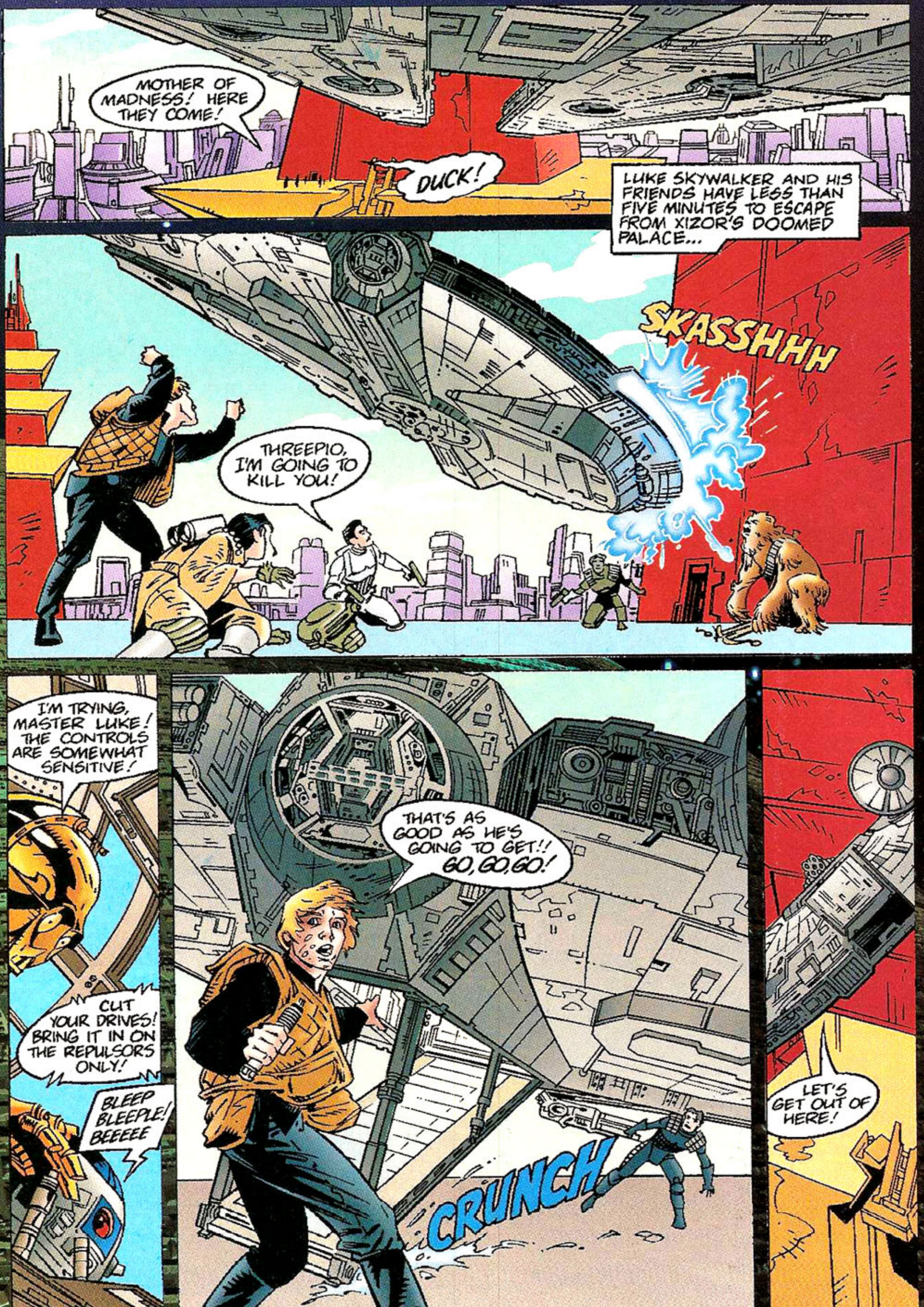
SEND YOUR ENTRIES TO:

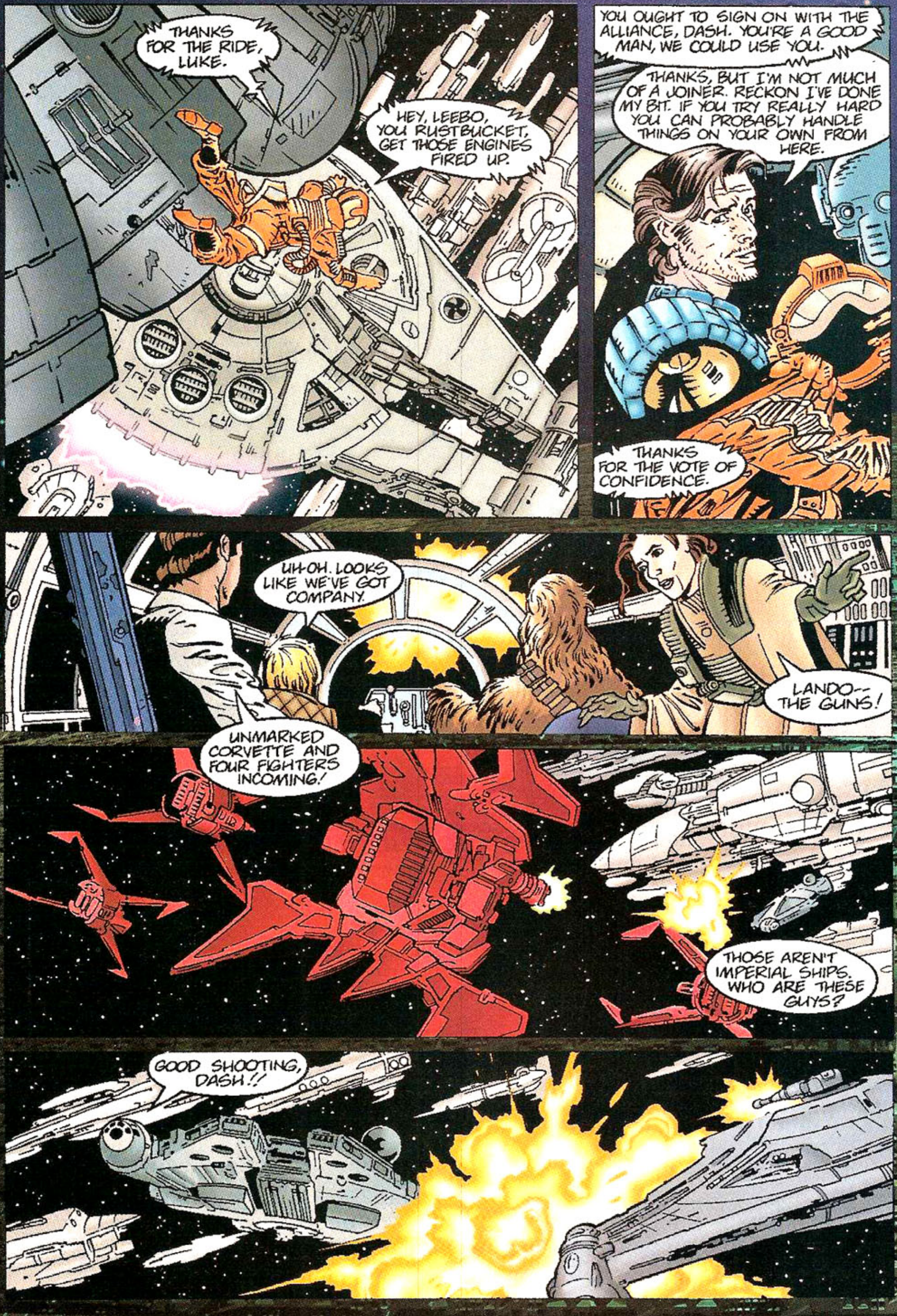
Nintendo Power
Brain Drain Giveaway
P.O. Box 957
Redmond, WA 98073-0957

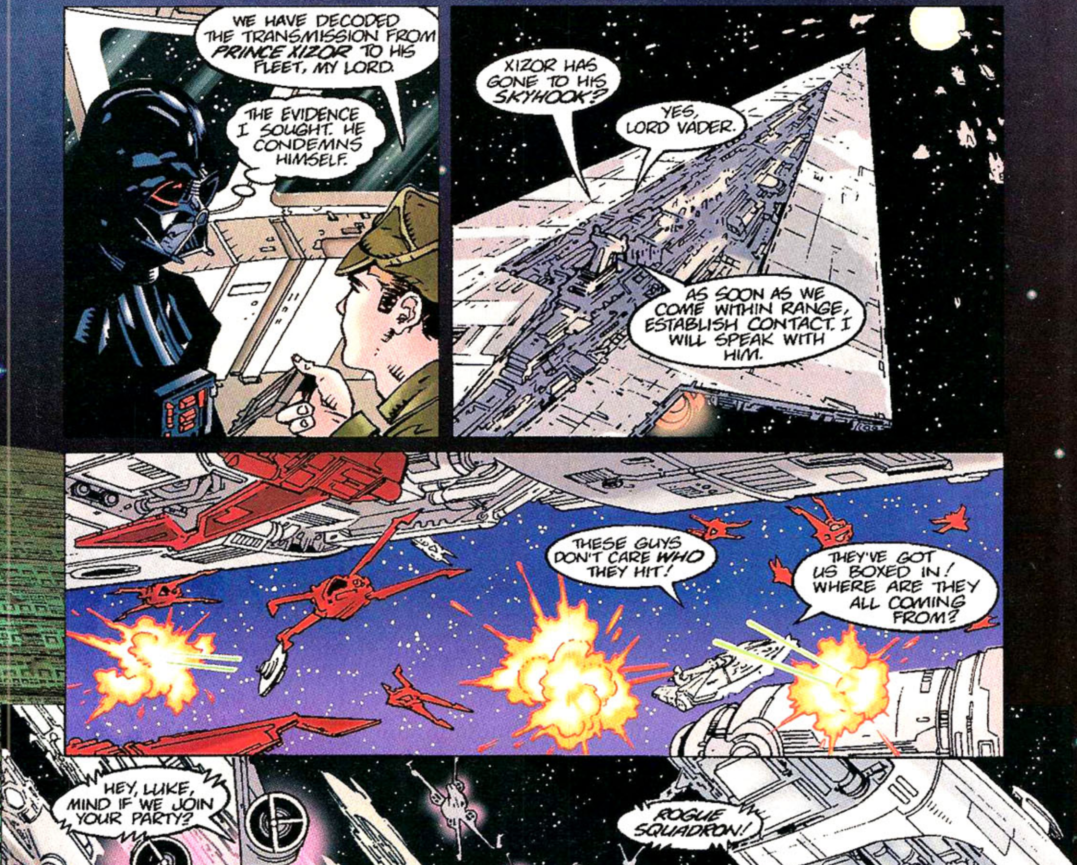
STAR WARS®
SHADOWS OF THE EMPIRE™

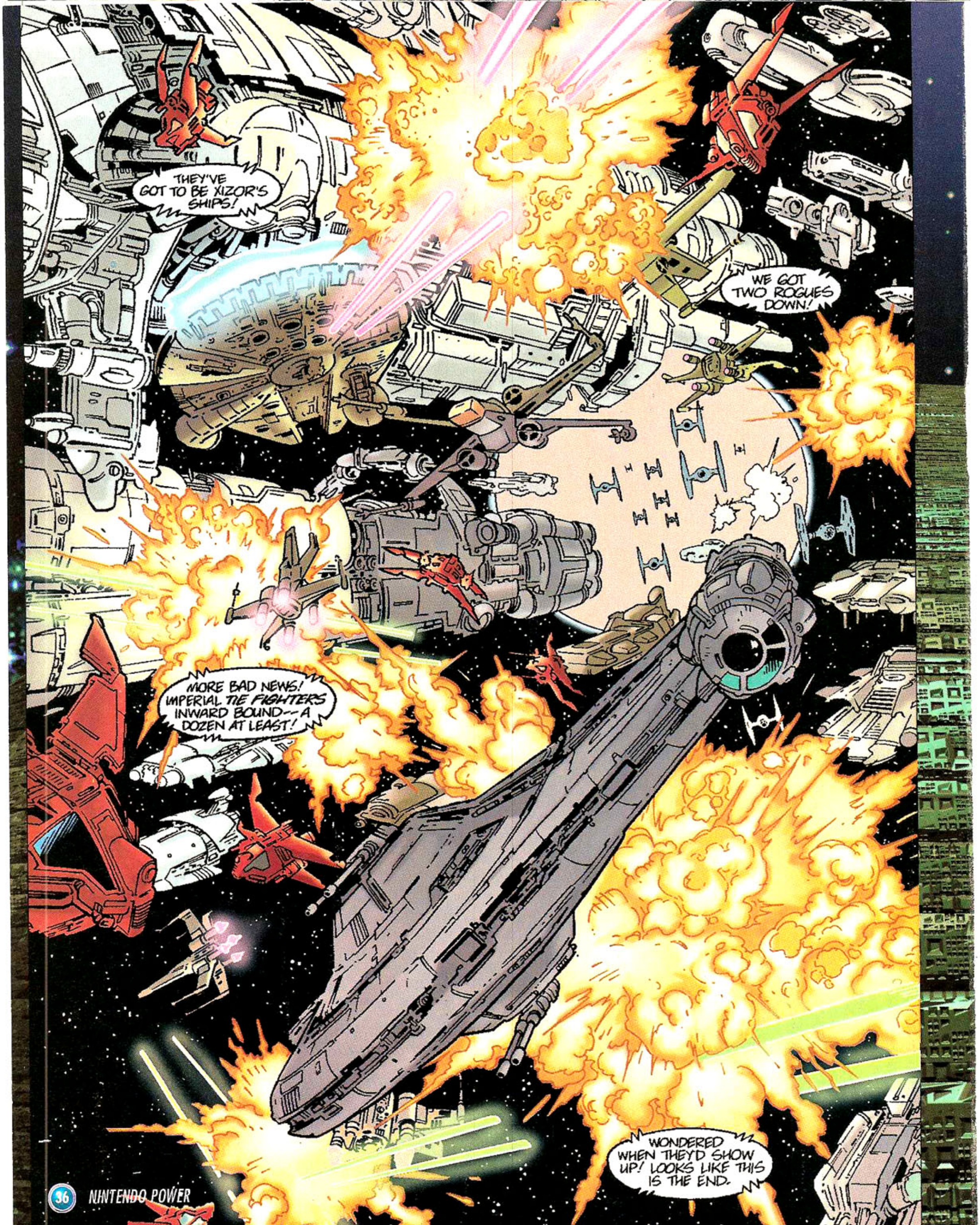


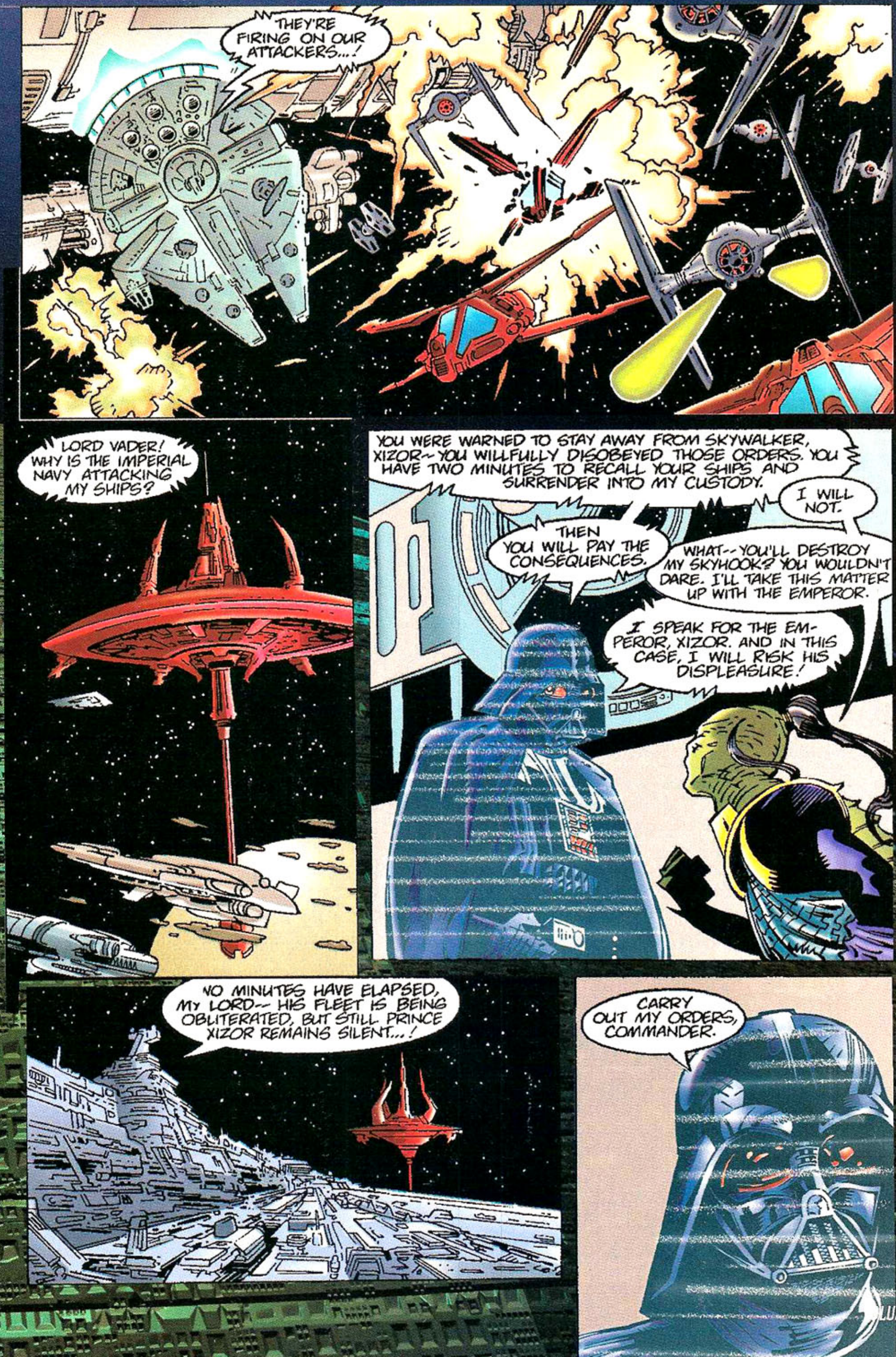
In this, the climactic sequence of *Nintendo Power*'s presentation of Dark Horse Comics' *Shadows of the Empire* graphic novel, the treacherous Prince Xizor meets his destiny. Dark Horse Comics has created graphic-novel adaptations of all of the films in the *Star Wars* trilogy. An all-new graphic novel adaptation of *Star Wars: A New Hope* has recently been released with artwork by long time Star Wars artist Al Williamson. This Special Edition includes scenes from the movie rerelease, including the encounter between Jabba the Hutt and Han Solo. To celebrate the new theatrical releases of the other films in the *Star Wars* trilogy, Dark Horse will also release Special Edition graphic novels of *Star Wars: The Empire Strikes Back* and *Star Wars: Return of the Jedi*, both of which will contain bonus art work for *Star Wars* fans. You can find these Dark Horse comics at your local comic-book specialty store (phone 1-888-266-4226 to find a store near you) or you can order them directly from Dark Horse by phoning 1-800-862-0052.

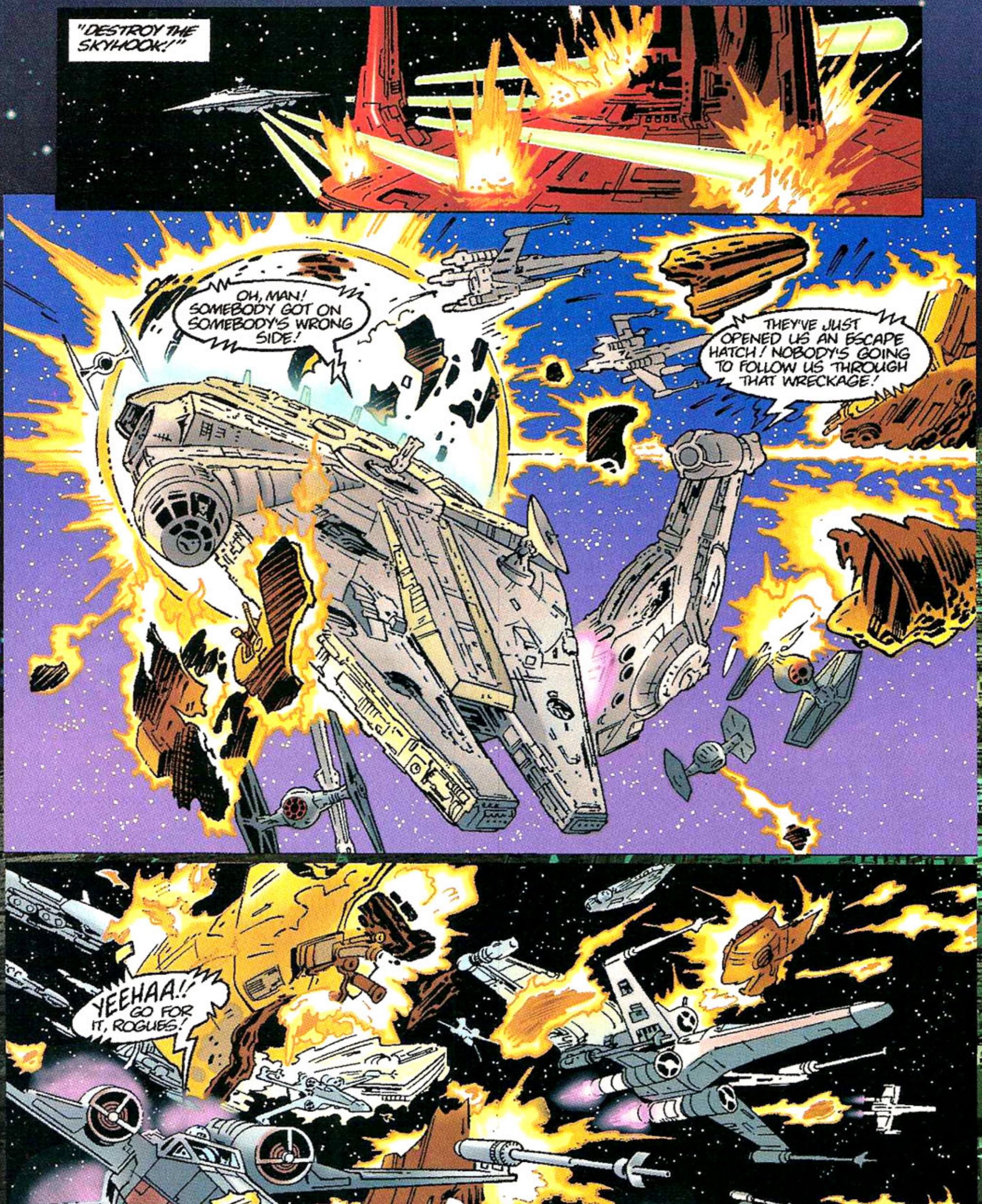

MOTHER OF MADNESS! HERE THEY COME!
DUCK!
LUKE SKYWALKER AND HIS FRIENDS HAVE LESS THAN FIVE MINUTES TO ESCAPE FROM XIZOR'S DOOMED PALACE...
SKASSHHH
THREEPIO, I'M GOING TO KILL YOU!
I'M TRYING, MASTER LUKE! THE CONTROLS ARE SOMEWHAT SENSITIVE!
CUT YOUR DRIVES! BRING IT IN ON THE REPULSORS ONLY!
BLEEP BLEEPLE! BEEEEE
THAT'S AS GOOD AS HE'S GOING TO GET!! GO, GO, GO!
CRUNCH
LET'S GET OUT OF HERE!

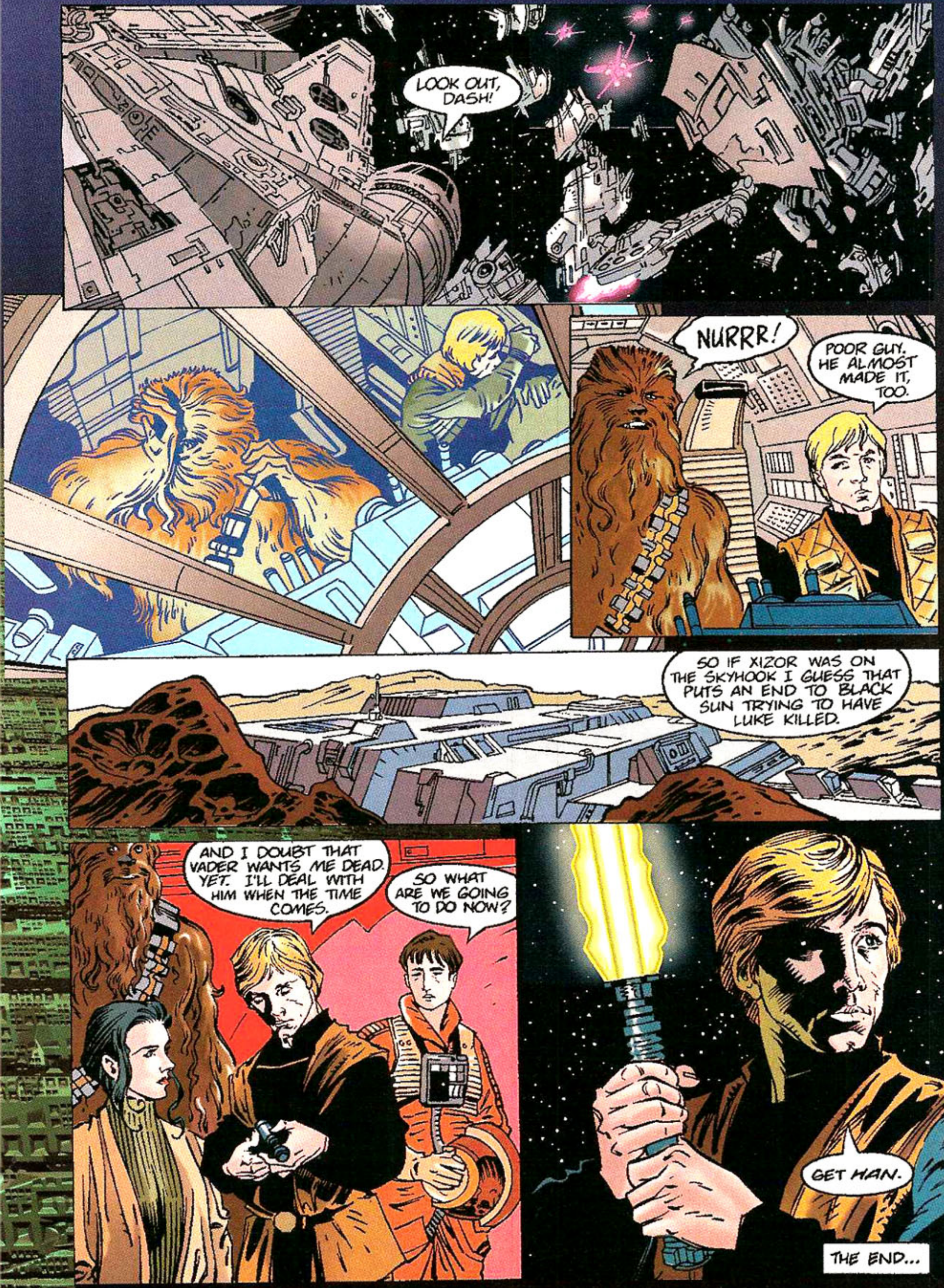

THANKS FOR THE RIDE, LUKE.
HEY, LEEBO, YOU RUSTBUCKET, GET THOSE ENGINES FIRED UP.
YOU OUGHT TO SIGN ON WITH THE ALLIANCE, DASH. YOU'RE A GOOD MAN, WE COULD USE YOU.
THANKS, BUT I'M NOT MUCH OF A JOINER. RECKON I'VE DONE MY BIT. IF YOU TRY REALLY HARD YOU CAN PROBABLY HANDLE THINGS ON YOUR OWN FROM HERE.
THANKS FOR THE VOTE OF CONFIDENCE.
UH-OH. LOOKS LIKE WE'VE GOT COMPANY.
LANDO-- THE GUNS!
UNMARKED CORVETTE AND FOUR FIGHTERS INCOMING!
THOSE AREN'T IMPERIAL SHIPS. WHO ARE THESE GUYS?
GOOD SHOOTING, DASH!!


WE HAVE DECODED THE TRANSMISSION FROM *PRINCE XIZOR* TO HIS FLEET, MY LORD.
THE EVIDENCE I SOUGHT. HE CONDEMNS HIMSELF.
XIZOR HAS GONE TO HIS *SKYHOOK*?
YES, LORD VADER.
AS SOON AS WE COME WITHIN RANGE, ESTABLISH CONTACT. I WILL SPEAK WITH HIM.
THESE GUYS DON'T CARE ***WHO*** THEY HIT!
THEY'VE GOT US BOXED IN! WHERE ARE THEY ALL COMING FROM?
HEY, LUKE, MIND IF WE JOIN YOUR PARTY?
ROGUE SQUADRON!
DASH'S DROID SENT A DISTRESS SIGNAL. SORRY IT TOOK SO LONG TO GET HERE.
WE CAN USE YOU, WEDGE, BELIEVE ME! THEY'RE LOUSY SHOTS, BUT THERE SURE ARE A ***LOT*** OF THEM!


THEY'VE GOT TO BE XIZOR'S SHIPS!
WE GOT TWO ROGUES DOWN!
MORE BAD NEWS! IMPERIAL TIE FIGHTERS INWARD BOUND-- A DOZEN AT LEAST!
WONDERED WHEN THEY'D SHOW UP! LOOKS LIKE THIS IS THE END.


THEY'RE FIRING ON OUR ATTACKERS...!
LORD VADER! WHY IS THE IMPERIAL NAVY ATTACKING MY SHIPS?
YOU WERE WARNED TO STAY AWAY FROM SKYWALKER, XIZOR-- YOU WILLFULLY DISOBEYED THOSE ORDERS. YOU HAVE TWO MINUTES TO RECALL YOUR SHIPS AND SURRENDER INTO MY CUSTODY.
I WILL NOT.
THEN YOU WILL PAY THE CONSEQUENCES.
WHAT-- YOU'LL DESTROY MY SKYHOOK? YOU WOULDN'T DARE. I'LL TAKE THIS MATTER UP WITH THE EMPEROR.
I SPEAK FOR THE EMPEROR, XIZOR. AND IN THIS CASE, I WILL RISK HIS DISPLEASURE!
NO MINUTES HAVE ELAPSED, MY LORD-- HIS FLEET IS BEING OBLITERATED, BUT STILL PRINCE XIZOR REMAINS SILENT...!
CARRY OUT MY ORDERS, COMMANDER.


"DESTROY THE SKYHOOK!"
OH, MAN! SOMEBODY GOT ON SOMEBODY'S WRONG SIDE!
THEY'VE JUST OPENED US AN ESCAPE HATCH! NOBODY'S GOING TO FOLLOW US THROUGH THAT WRECKAGE!
YEEHAA!! GO FOR IT, ROGUES!


LOOK OUT, DASH!
NURRR!
POOR GUY. HE ALMOST MADE IT, TOO.
SO IF XIZOR WAS ON THE SKYHOOK I GUESS THAT PUTS AN END TO BLACK SUN TRYING TO HAVE LUKE KILLED.
AND I DOUBT THAT VADER WANTS ME DEAD. YET. I'LL DEAL WITH HIM WHEN THE TIME COMES.
SO WHAT ARE WE GOING TO DO NOW?
GET HAN.
THE END...

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Nintendo Power goes where no magazine editor or gamer has gone before: into the mist of the first finished stages of Turok: Dinosaur Hunter from Acclaim. Join our Jurassic journey as we explore the Lost Land where raptors feed on the unwary and dimensional portals bridge the gap between time and space.

TUROK

DINOSAUR HUNTER™

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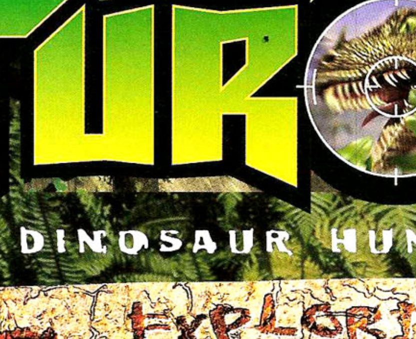
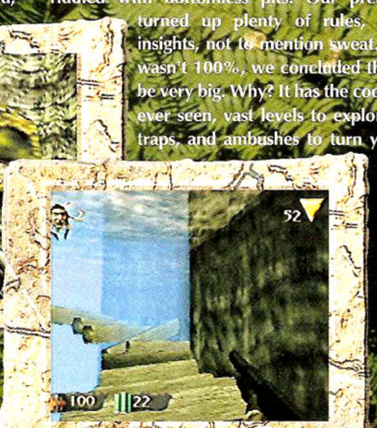
EXPLORING THE LOST LAND

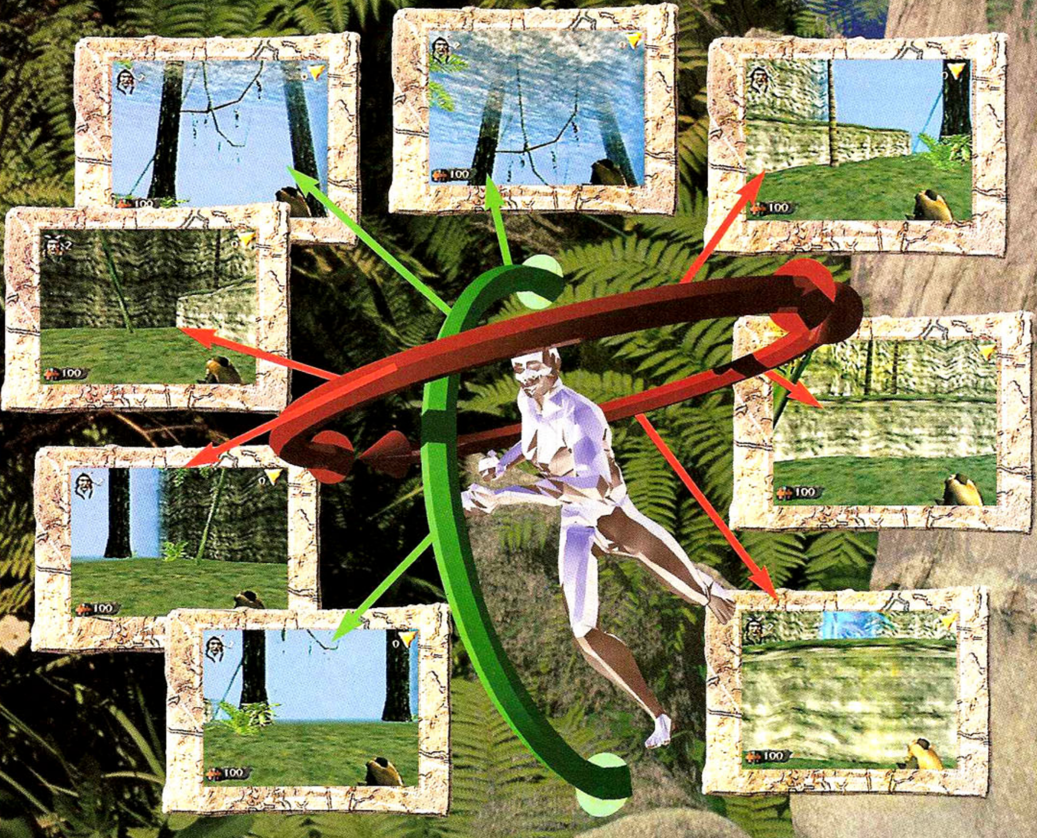




The first rule of survival in the Lost Land is that, when facing ferocious, blood-crazed dinosaurs, the use of high-powered, automatic weapons is preferable to using, say, a knife. The second rule of survival is to shoot everything in sight, even if it seems completely innocent, like a fish. (The fish in Turok are vicious killers that will even flop up out of the water to try to sink their teeth into you! As a result of all the shooting, flopping and biting, Turok will receive an M rating from the IDSA.) And the third rule of survival in the Lost Land is to always look before you leap, because the entire dimension is inexplicably riddled with bottomless pits. Our preliminary expedition turned up plenty of rules, facts and amazing insights, not to mention sweat. Although the game wasn't 100%, we concluded that Turok is going to be very big. Why? It has the coolest weapons you've ever seen, vast levels to explore, enough enemies, traps, and ambushes to turn your hair white, and tons of items and secrets. But the real reason Turok for the N64 is going to be a hit is that you just haven't lived until a Bionosaur has chewed on your head.

WANTED: DINOSAUR HUNTER

Turok hails from a long line of hunters whose heroic exploits, in keeping the baddies of the Lost Land locked up, have been chronicled by the Turok comic book series from Acclaim. Dinosaur hunting is one of those jobs that doesn't get many volunteers. What does it take? You'll explore the 3-D terrain, defend yourself from attacks, pick up weapons, health, keys and other items, and uncover the best routes and secrets of the land. The eight worlds contain ancient ruins, temples, an alien base, a desert, lakes, warps, puzzles, and Bambi. Yes, the jungles of the Lost Land even have cuddly wildlife for target practice. In addition to walking or running around, Turok swims and climbs cliffs and ladders. Finally, you can use a Controller Pak for saving your progress or use passwords.



Once you step into Turok's first-person perspective, you'll be able to look (and aim) all around and at any angle using the Control Stick. Forward, backward, and sideways movement is controlled by the C Buttons while jumping is activated by the R Button. The Z buttons fires your weapon. A training mode helps you master the controls, in particular the jumping, which can be tough at first. The views and controls provide you with so much freedom that it can be overwhelming at first, but a steady hand and a few minutes of practice will turn you into a Turok pro.

THE CAMPAIGN

So, what's all the fuss about the Lost World? It seems that Turok's arch-enemy, the Campaigner, is collecting the scattered pieces of a fiendish device known as the Chronoscepter. This powerful, ancient weapon will allow him to escape from the Lost Land into dimensions where real people live. You'll have to use all of your cunning (and the occasional nuclear grenade) to keep Campy's bionically enhanced theropods from dining on your neighbors. Here's a glimpse of what lies ahead.

THE ARSENAL OF FREEDOM

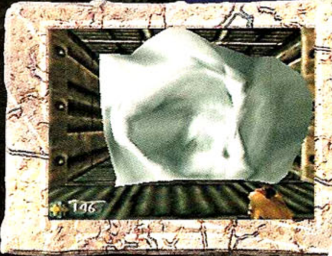
What is this year's well-supplied, trans-dimensional hero looking for in a good weapon? Nukes are in. Rocks are out. You'll begin your adventure with traditional weapons–namely, a knife and bow. Next, you'll find a semi-automatic pistol and a shotgun with standard and exploding shells. The assault rifle makes quick work of charging raptors, but the automatic shotgun is even better. If you really want to leave a lasting impression, pick up the grenade launcher or the pulse rifle or mini-gun. And if your taste in destruction leans to the exotic, we recommend a captured alien weapon, the five-level particle accelerator, the quad rocket launcher, or the fusion cannon, which makes nuclear toast of your enemies. Finally, you can collect pieces of a secret weapon for use at the end of the game.

THE JUNGLES BACK HOME WEREN'T LIKE THIS

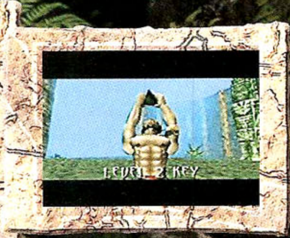
When you appear for the first time in the Lost Land, you are greeted by the pounding of native drums and the distant roar of unseen carnivores. Two monkeys scamper for cover in a palm tree before you. Your first order of business is to grab some decent weapons and increase your Health Meter before those roaring creatures track you down. Nearby you can find a pistol, a shotgun and an Ultra Health worth 100 points. Thus prepared, head out to glimpse the unknown, using the map to spot enemies lying in ambush ahead.

WELL AND TRULY WARPED

These shimmering portals usually appear for several seconds then fade away, only to return a few moments later. But unlike those in most games, the warp zones in Turok don't necessarily lead to the same destination each time. The new location may have useful items for you to collect, but you may also be greeted by enemies or other dangers.



KEYS TO THE FUTURE



Finding your way in the Lost Land is not just a matter of consulting your map or having a great sense of direction. The Hub portals leading to different areas can be opened only with the right keys. In each area, you'll find several keys to other areas. You can explore any area for which you have a key, even if it's not in the sequential order of the stages. But you may find that you're not ready for them all.

UNDER WATER

After a sweaty slog through a dino-infested jungle, what could be better than a refreshing dip? As Turok discovers, the lakes and streams of the Lost Land are no escape from harsh reality. You may find tunnels and caves underwater, but you are limited to using your knife to fend off the fish.

SWITCHES

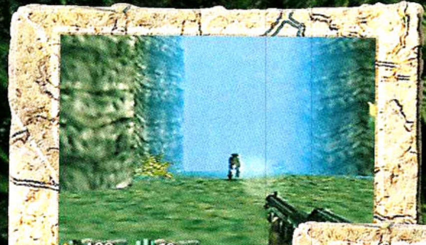
Keys aren't the only way to open up new areas of Turok. Cunningly disguised switches and triggers must be activated to open gates and doors. In some cases, Turok must discover the trigger mechanism, while in other locations the challenge is in reaching it.

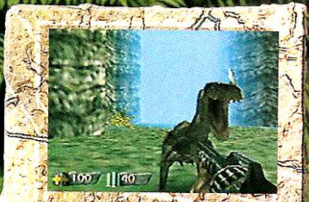
I DREAM OF GOOMBAS

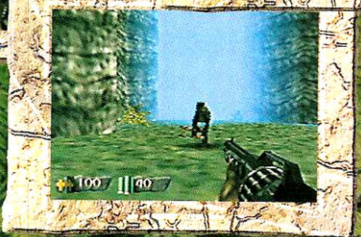
Time was when a video game hero just had to stomp on slowly moving mushrooms to make it big. Turok must really miss those days. The enemies he faces have frighteningly sophisticated tracking and ambushing abilities. They use peripheral vision and they can hear you crashing through the brush. Not only are the beasties smart, they are tough. In the final stages, nothing short of a nuclear blast will take out these bad boys with one shot.

DINOS

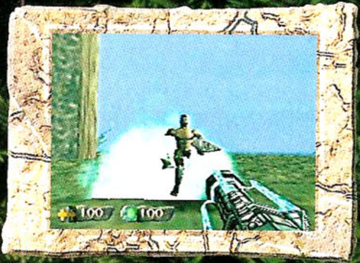
Bionosaurs take many forms, from the quick raptors in the first area to the lumbering, armored triceratops in the final stage. In between, you'll find everything from mechanically enhanced theropods to giant lizards. A steel-jawed T-Rex, for instance, can chomp through your Health Meter in no time flat.







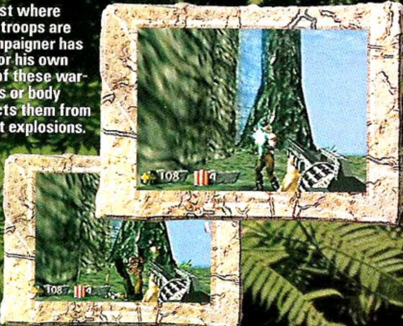
NATIVES



The Lost Land is home to many species, including humanoids armed with puny spears and other laughable weapons. Since you're a big man with a big gun, they should present no problem, except that these cunning enemies appear suddenly and unexpectedly out of dimensional portals.

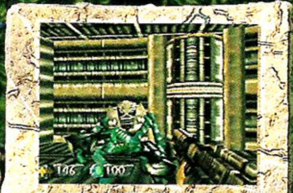
COMMANDOS

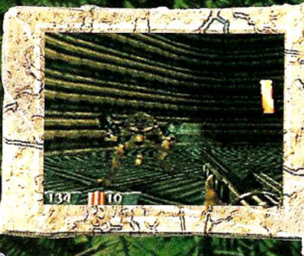
It's hard to say just where these toughened troops are from, but the Campaigner has corrupted them for his own purposes. Some of these warriors carry shields or body armor that protects them from all but the biggest explosions.

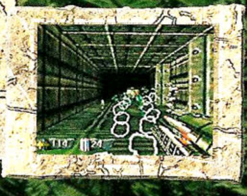


ALIENS

The Lost Land connects dimensions of time and space, so it should come as no surprise that extraterrestrials also wind up there. The alien enemies take several forms, from wall-crawling cave lizards to giants with grenade launchers. None of them is pretty, and all of them are vicious.

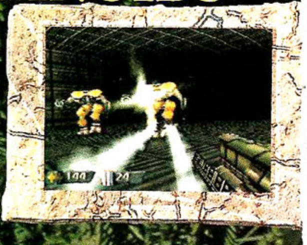






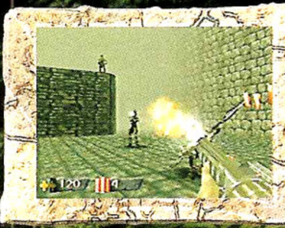
MECHANOIDS

Giant robotic enemies also appear out of the mists. These mechanical marauders often carry high-energy weapons, and they can take as good as they give. The baddest of these appear in the later stages.

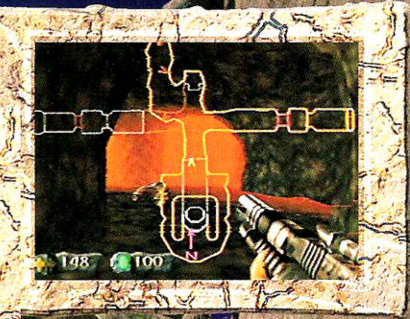


THE ROAD AHEAD

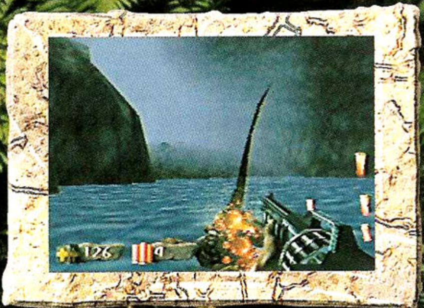
Turok's journey goes on and on through eight huge stages, and each stage is an adventure in itself. Taken all as one, Turok may have more actual ground to cover than any other game. The gallery below will give you just a taste of it all.



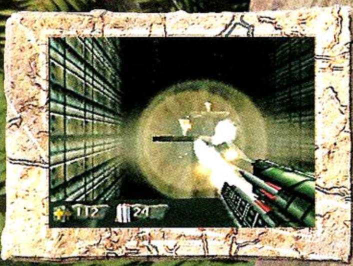
Turok searches the streets, buildings and outskirts of an ancient city.



Inside the vast fortress, Turok navigates the maze with the help of the heads-up map display.

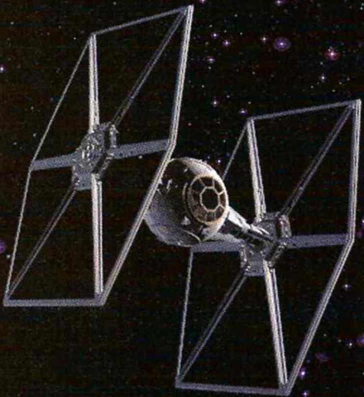


Increasingly deadly opponents in the game's later stages must be met with increasingly powerful armaments. In the pictures to the left and right, Turok fires an automatic shotgun with explosive shells and quad homing missiles.



By the time you read this preview, your dedicated Power gamers will be wading deep into the completed version of Turok. That's when you'll be able to pick up a copy of Turok: Dinosaur Hunter for your N64. In the meantime, we recommend daily finger exercises and a diet of raw gravel. You'll need to be flexible and tough if you hope to come through the Turok experience in one piece. Otherwise, instead of dropping dinosaurs, you'll be dinosaur drop...well, let's just say it won't be a pretty picture.

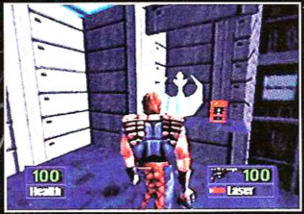
STAR WARS®
SHADOWS OF THE EMPIRE™

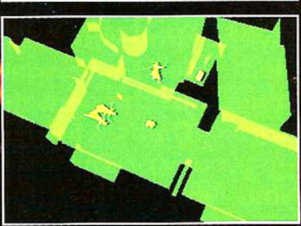


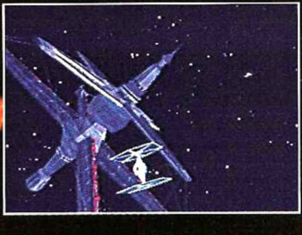
Last month, we took you on a strategic tour of Star Wars: Shadows of the Empire and showed you our laser-hot tips for getting past all of the major obstacles in the game. Destroying Prince Xizor and Black Sun, however, is just one facet of this 64-bit jewel. Come back with us to that galaxy far, far away, as we reveal the secret locations of all the Challenge Points and show you how to access the best game cheats this side of using the Force!

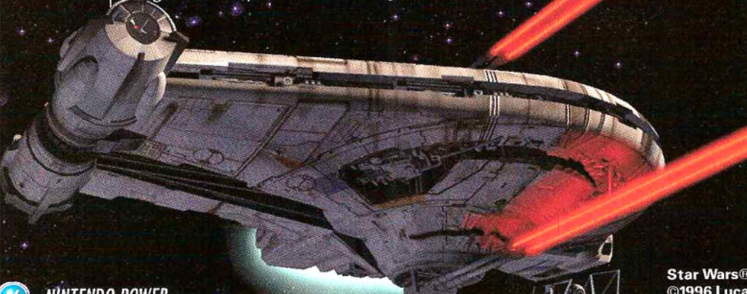
COME OUT, COME OUT, WHEREVER YOU ARE!

There are four codes we know of so far for Shadows of the Empire. To access them, you must complete the game and get all of the Challenge Points on each of the difficulty levels. If you beat the game on Easy, you'll gain access to a 3-D mapping device called the Leebo Scanner; beat it on Medium, you can pilot an X-Wing or a TIE fighter in the final stage; beat it on Hard, you'll get a weapons and invincibility code; beat it on Jedi, you'll be able to call a herd of friendly wampas to help you! Even if you know a particular code, you must complete the game and obtain all the points on the specified difficulty level for it to work. The chart at right shows how many points are in each stage. Get out your blasters and get cracking!









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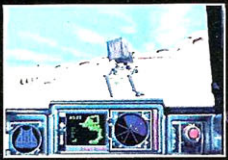
C.P. STAGE CHART

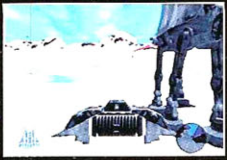
BATTLE OF HOTH	3
ESCAPE FROM ECHO BASE	10
THE ASTEROID FIELD	6
ORD MANTELL JUNKYARD	12
GALL SPACE-PORT	15
MOS EISLEY AND BEGGAR'S CANYON	12
IMPERIAL FREIGHTER SUPROSA	10
SEWERS OF IMPERIAL CITY	9
XIZOR'S PALACE	10
SKYHOOK BATTLE	0

BATTLE OF HOTH

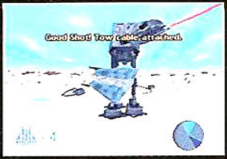
Gain three Challenge Points in the Battle of Hoth by downing the Imperial AT-ATs with your tow cable. It's possible to bring them down with your blasters, but you won't earn points that way. Fly in close to a walker's legs and press the bottom C Button to fire your harpoon. Loop around the walker's legs several times (stay very close) to tangle them up.



Loop around the battlefield and clear out the scout walkers (AT-STs) and probe droids before you go after the big guns.



You can fire the tow cable from the chase plane view, but once the harpoon connects, you'll switch to the remote-cam view.



Good Shot! Tow cable attached.

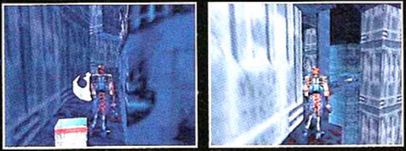
You'll receive a message saying you've gained a Challenge Point, then the screen will switch back to the chase plane view.

ESCAPE FROM ECHO BASE

In the "commando" stages, Challenge Points are represented by winged icons (actually the Rebel Alliance emblem) that you must find. These icons are scattered throughout the stages, sometimes hidden, sometimes in plain view, and they're often very tough to collect. While some are just hidden in back corners, others require you to make dangerous leaps or perform other acrobatic feats. There are ten points all told in this mission.

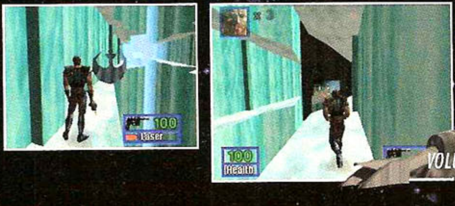
1. Take the first hall to your right and open a hatch to the right of a red pole.
2. In the corridor beyond, blast through four containers to reveal a secret room.
3. At the first bridge, leap to a small ledge on your right.
4. Cross the bridge and go through the short cave. Go to the right.
5. At the start of the second stage, jump up and look behind the right generator.
6. From #5, get back onto the catwalk and go straight ahead. Jump across the gap.
7. At the second pair of generators, face right and jump over the rail to a ledge.
8. From #7, go back the way you came and jump across the gap to the left generator.
9. When the ground cracks open, a point will appear on the left side of the gap.
10. In the corridor past the AT-ST, look for a hidden room behind some containers.

7th, 8th



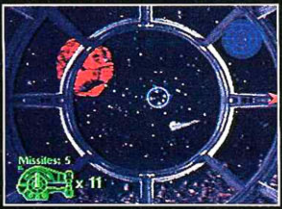
These generators are beside the main path beyond the generator control room. There are ledges on the left (past point #8) that lead back up to the catwalk.

9th



Hang back near the entrance to this corridor and wait for the Challenge Point to emerge from the left wall. Collect it as soon as it appears and then run for the exit. Use the seeker gun, if you have it, to clear out the waiting Stormtroopers.

THE ASTEROID FIELD



The Challenge Points in this second flying stage are represented by six red asteroids that appear at random during the battle. Destroy each one with your lasers or missiles to gain a point. Get rid of them as quickly as you can because they'll soon float out of range of your weapons and disappear into the asteroid field.

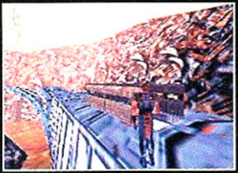
ORD MANTELL JUNKYARD

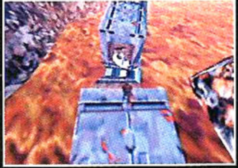
Timing and coordination are everything in Ord Mantell Junkyard. Many of the Challenge Points are suspended in midair along your route, and you'll only get one shot at them. When you battle IG-88, we recommend gathering the Challenge Points in the order we've stated below, but this is not the only viable strategy plan. A lot will depend on how good you are at dodging IG-88's blaster fire!

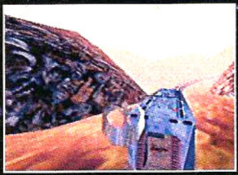
1. The first point appears in midair, right at the start of the stage.
2. The second point is above the left side of the first barrier.
3. The third point is above the right side of the fifth barrier.
4. Look inside the first train car with walls. (It's a jump to the left track.)
5. This point appears in midair, after the left track drops into the toxic waste.
6. When the tracks merge, jump to the next train. Look in the last car in line.
7. From #6, jump to the next car, go up the stairs and around to the back.
8. From #7, jump to the next car. Look above the low wall.
9. On the second-to-the-last train, look on the right side of the lead car.
10. In the battle with IG-88, jump up on the pile of junk on the left.
11. From #10, jump onto the catwalk and go to the right to the first smelter.
12. Go out the exit hatch and to the right. Run up the ramp and into the next smelter.

7th

After you pick up point #6, you'll see point #7 above the rear of the next car. Climb onto the roof. Stand back from the edge when you jump, or you'll overshoot the target (the overhead view works well).

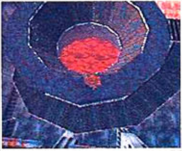


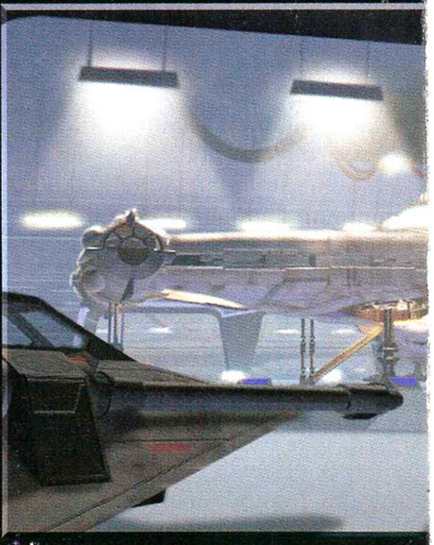




10th, 11th, 12th

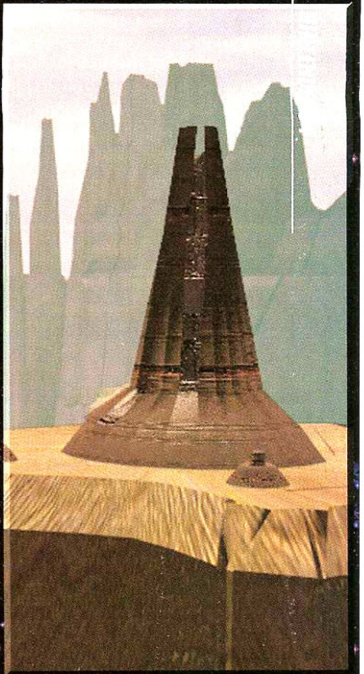
If you prefer a different route, you can collect points #10, #11 and #12 in any order. In the smelter near the "back" wall (to your right and behind you at the start), Challenge Point #12 is suspended above the molten pool, and the shield is on the ledge next to the exit hatch. You can use the shield to grab points #11 and #12 quickly and safely, or you can save it for your battle against IG-88.





GALL SPACEPORT

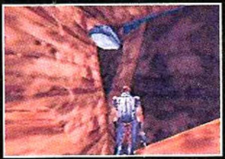
Your jet pack is the key to finding many of the Challenge Points at Gall Spaceport. In some cases, you'll have just enough fuel to reach your goal before your jets sputter and die. You may have to make some trips in two stages, just to be safe. "Pulse" your jets to maintain forward momentum without wasting fuel; continuous thrust will make you go higher but not necessarily faster. You should also fly in as straight a line as possible. Even small wobbles will waste fuel. Saving fuel is especially important when going after point #8.

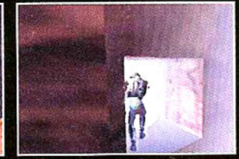


1. Exit the Outrider and go to the right. Jump up the rocks to get on top of the ship.
2. After the first wampa, look for a slim rock tower at the end of a narrow path.
3. Inside the base, look for a point in midair. You'll need to get the jet pack first.
4. After you get the jet pack, fly up to the top of the tower you found it on.
5. From #4, fly out to the first rock tower. Look diagonally up and to the right.
6. Before you take the first anti-grav ferry, jet down the cliff to a small room.
7. From #6, jet up the cliff and then to the cave mouth. Fly up and left to a ledge.
8. When the ferry docks, fly across the chasm. Fly forward and slightly to the left.
9. After you defeat the AT-ST, look around the column, up near the switches.
10. Enter the air shafts. Fly between the fan blades in the first vertical shaft.
11. When you reach the large, round chamber, look up and left from the entrance.
12. On the second ferry ride, a point will appear after the second probe droid.
13. Look high above the shuttle that's parked in the second landing bay.
14. When you meet Boba Fett, run to the gap in the left and jet down the tower.
15. From #14, go around to the other side of the tower. Jet down the cliff to a platform.

6th, 7th

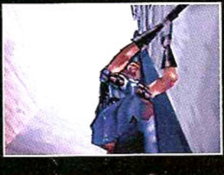
Just after the second stage begins, you'll find a large cave where you'll board an anti-grav ferry. Before you leave, jet to the ledge ahead of and below you, then turn and face the cliff. Float down until you find a small room and point #6. Jet back up to the ledge. Go to the cave mouth and jet forward, up and left to find point #7.

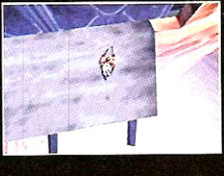




15th

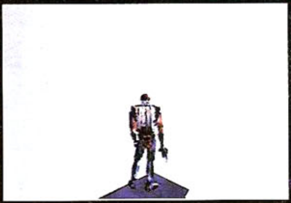
From #14, jump down to the ground and run around to the other side of the tower. If you peek over the cliff, you'll be able to see the edge of the platform below. Float down to pick up point #15. Fly back up to the cliff edge. Let your jet pack recharge, then fly back up to the tower.

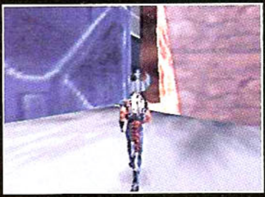




8th

Get on the dock platform and stand on the end of the beam on the left. Pivot slightly to the left and take off. As you fly towards the ledge across the chasm, pulse your jets and try to maintain an altitude just above it.





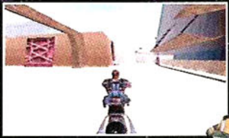
MOS EISLEY AND BEGGAR'S CANYON

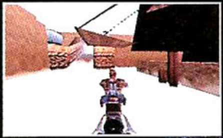
Taking out the swoop gang is your first priority. If you spend too much time hunting for points, they'll reach Luke first and do him in. Remember that the stage doesn't end until you go all the way to Ben Kenobi's old house. Once the would-be assassins are history, you'll have all the time you'll need for collecting points.

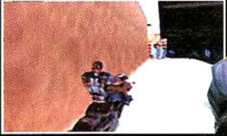
1. Jump diagonally right off the first ramp onto the roof of a low building.
2. In the plaza just past the first ramp, look on the left side of the crashed ship.
3. Jump diagonally right off the second ramp onto the roof of a low building.
4. From #3, jump across the street to the awning and then to the point.
5. From #4, follow the main path and turn right at the building with the black stripe.
6. Follow the black stripe back around the front of the building to another alley.
7. Go back to the street. Turn left into a small alley just before the next big plaza.
8. Look for another building with a black stripe and follow the alley around it.
9. Keep going until you exit town. Follow the outside wall around to the left.
10. Make a high jump above the first sarlacc (the pit monster).
11. Make a high jump above the second sarlacc.
12. Take a side path and jump over the second stone bridge in the desert.

5th

After the second ramp, keep going straight (don't take the left fork). Just a little way ahead is a building with a black stripe along its base. Turn right down an alley just past it.

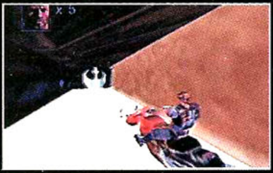






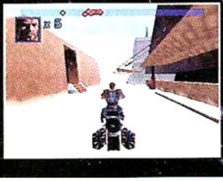
6th

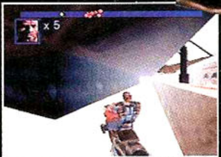
From #5, follow the alley back around the front of the building to another alley on the other side (a low wall will separate you from the main street). Pick up point #6, then make your way back out to the main street and turn right. Follow the path to the plaza where the shuttle takes off.



8th

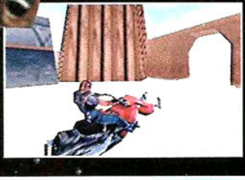
From point #7, follow the path until you find another building with a black stripe. Turn down the alley next to it and follow it around the front of the building. Pick up point #8 and return to the main street. This building is at a dead end, so turn left and then right to find the main path.

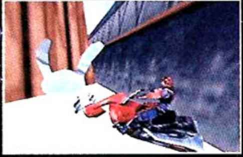


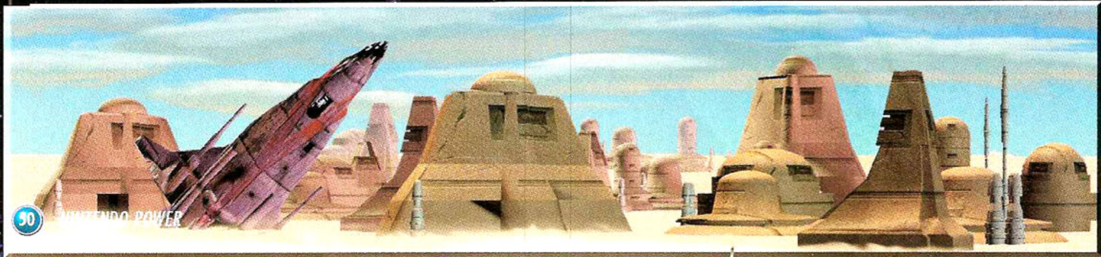


9th

Our sources tell us that the LucasArts programmers have hidden a rabbit icon in nearly every game they've produced. In this case, the rabbit head serves as a Challenge Point. Exit the town and follow the outside wall around to the left. You'll find the icon tucked into a small alcove around the corner.



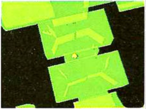


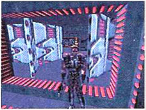


IMPERIAL FREIGHTER SUPROSA

The freighter's cargo bay doors are controlled by the switches on the walls. We've labeled the switches and doors in the photos at the bottom of the page to make finding points easier. The photo showing the cargo bay doors (numbered 1-16) is the view from the entrance to this area.

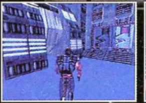
1. Go through the first door and turn left. Walk to the back corner of the platform.
2. Turn right after the first maze of rooms and blast the tripod-mounted laser.
3. Search the back left corner behind the first set of revolving doors.
4. Jump on the low wall after the second set of revolving doors.
5. On the next level down, jump on the machinery behind the revolving platform.
6. From #5, jump or fly across the room to the next machine.
7. In the cargo bay, blast open a container in bay 10 (see below).
8. In the cargo bay, blast open a container in bay 8 (see below).
9. In the cargo bay, blast open a container in bay 15 (see below).
10. After you defeat the loader droid, look behind the super computer.

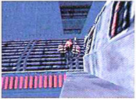


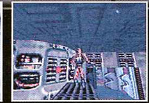


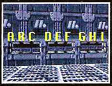
3rd Not far into the second stage, you'll find the first set of revolving doors. The point is behind them, between the back left door and the wall. Try to run along between the panels as they revolve. It's nearly impossible to do this without taking damage, so just keep your head down and run!

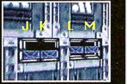
4th You'll see point #4 before you reach point #3, but you can't collect #4 until you go through all the revolving doors and get into the room on the other side of the wall. Stand at the top of the little slope next to the door and jump onto the wall.





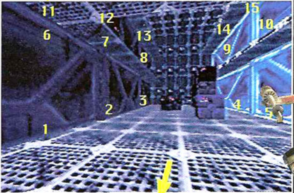






Switches J-M are near the elevator door, while switches A-I are on the opposite side of the chamber.

DOOR NUMBER - from left hand side -

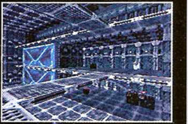


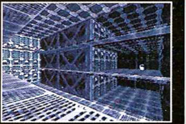
ENTRANCE

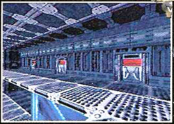
7th Point #7 is hidden in a cargo container in bay 10 on the second level (the bay above and to your right as you exit the elevator). Press switch M to open the door.

8th Point #8 is located in bay 8. Pressing switch M will also open this chamber. From the elevator, go up to the second level on your left and walk all the way down to the end.

9th Point #9 is located in bay 15. From the elevator, go up to the third level on your right and open the middle door. This is a normal door, so you won't need to press a special switch.





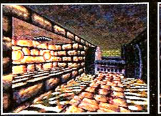


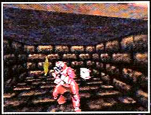
SEWERS OF IMPERIAL CITY

Finding the Challenge Points in the Imperial sewers is easy; staying alive long enough to collect them–that's hard! Your biggest worry will be navigating for long periods underwater. Not only do you have to watch your jet pack's fuel, you'll also have to worry about your air supply and the tentacled dianogas that are looking for a tasty lunch!

1st

This first point is easy to find, if you know where to look. Follow the path from the start until you reach the second long tunnel. You'll soon see this alcove on the left, just before the second "water wheel." Press the wall to reveal a secret chamber.

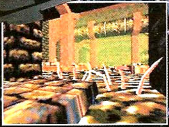


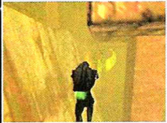


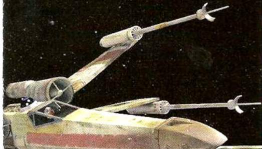
1. Look for a lighted alcove on the left, just before the second spinning wheel.
2. From the entrance to the first large pool, look under the platform to the left.
3. Follow the pipe out of the pool room. Check underwater in the next chamber.
4. Fly to the top of the next shaft (the one with many platforms) and follow the tunnel.
5. From #4, backtrack to the shaft and drop down one step to another tunnel. Follow it to the next shaft. Drop all the way down to the bottom and follow the tunnel.
6. Go through the security door and dive down to the far left corner of the pool.
7. Swim through the long tunnel to the next chamber. Look near the center post.
8. Follow the tunnel to the next room. Search underwater for a hole in the center post.
9. Just past the gears, you'll find an area with walls and a center pole made of brick. Look on the right side of the pole (a little above your head) for a small hole.

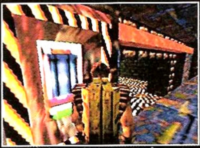
2nd

When you come to the first large pool, stand on the platform near the entrance. Stand back and destroy both dianogas before you enter the water. Jump into the water and look under a platform to the left, near the corner of the pool.



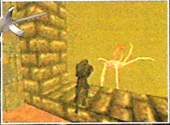


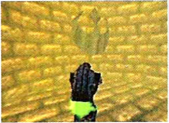


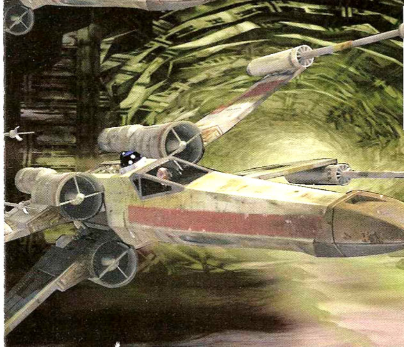


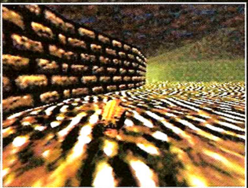
6th

After you find the security key (follow the pipe out of the "pool" room and search the maze), backtrack to the pool and open the security door. Dive into the pool beyond and look in the far left corner (watch for another hungry dianoga). Come up for air, then go to the far right corner to find an underwater tunnel to the next area.





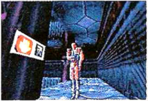


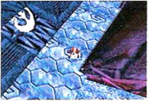


XIZOR'S PALACE

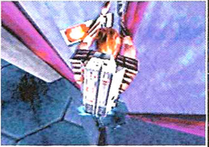
Xizor's Palace is a deadly warren of twists, turns and traps. If you're not careful, you could become stuck while trying to obtain some of the points here (especially #5 and #6). In those cases, you'll have no choice but to reset your game and try again!

1st This point is easy to find but equally easy to overlook. In the room at the end of the curved hall, hit the switch on the upper level. This opens not only the exit door, but also a very well camouflaged door in the wall behind you.

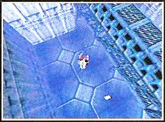




2nd Hit the wall switch to open the first elevator, but don't hit the switch inside it. Fly up the elevator shaft and activate the switch on the level above. This will make the elevator go down to a hidden lower level.

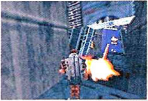


3rd From point #2, fly back up the elevator shaft to the top level and follow the hallway around. Activate the first bridge and cross over to the next area. Follow the hall to the right and go up to the next level. Hit the switch to activate the second bridge. Come back down and walk onto the bridge. Jump off and go to the far right corner. Fly up to a hidden room to find point #3.

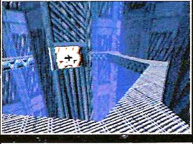


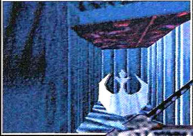
1. In the chamber at the end of the curved hall, hit the switch to open a secret room.
2. When the first elevator opens, fly up and hit the upper switch, then drop down.
3. Jump off the second bridge and go to the far right corner. Fly up to a hidden room.
4. At the start of stage two, hit the first switch, then fly up the elevator shaft.
5. In the first set of gears, jump below the middle (second) gear.
6. From #5, press the back wall to open it. Follow the path outside and fly up.
7. In the next area, float down between the first and second gears.
8. At the space elevator, look for a hidden room on the first platform from the bottom.
9. At the space elevator, there's a small hole in the central post, near the bottom.
10. After you set the explosives, follow the exit tunnel to a large chamber. Fly to the bridge and go left to a hidden room.

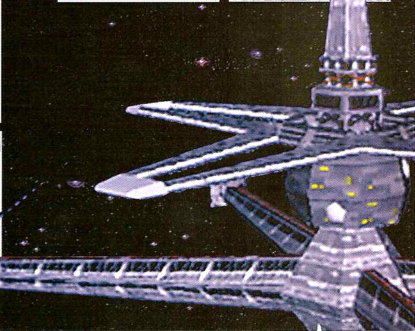
5th Jump below the gear and pivot to the left. There will be a small alcove a few steps ahead and to the left. Don't let the gear sweep you to the other side of the hole or you'll be trapped!



6th At point #5, press the back wall to open a hidden panel. Follow the tunnel and fly up and right to collect point #6. This is the point you could see from the windows near the beginning of this stage.







GOLDENEYE
007™
COMING SOON TO
THE N64 FROM
NINTENDO

NINTENDO

NINTENDO POWER®

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EPIC CENTER

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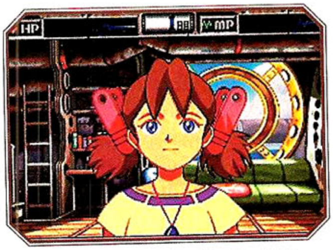
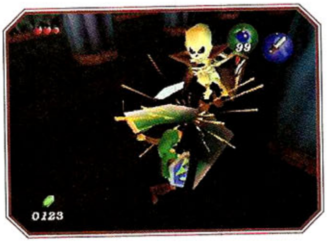
N64 EPICS ON THE WAY

At Shoshinkai/Space World last November, the first batch of N64 epic games was unveiled. In fact, by the time you read this, the first N64 epic will have been released in Japan. Enix's Wonder Project J2 went on sale a few days after the show. Project probably won't appear in North America (at least any time soon), because it would require a lot more than a simple translation and, frankly, the game is just very static. Most of the player's time is spent in a cartoon mode instructing a robot (the girl in the picture). Very little use was made of the N64's graphic power. In one scene, there is a 3-D submarine and there are many areas in which you can move against cartoon illustrated backgrounds. But there is little of the sense of exploration that is commonly found in an RPG. In spite of these shortcomings, Wonder Project is selling well in Japan. Enix's next N64 project, Go, Go Troublemakers, should be full of action.



Enix's Wonder Project J2



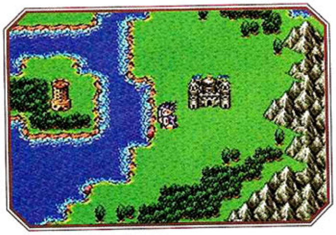
Nintendo's Zelda 64

Probably the greatest interest of epic gamers is on the progress of Zelda 64. Mr. Miyamoto reports that development is going well and the game should be done by the end of the year. Remarkable lighting effects highlight the short video sequences in which Link fights a Stalfos and uncovers a glowing Triforce. Development on Earthbound 64 is just getting underway, but the initial sample looks great. Giygas may be gone, but it seems that Pokey will carry on the evil tradition.

We also saw early video tape of Imagineer's Eltale and Goemon from Konami. Both games look like very promising adventures, mixing RPG and action game-play elements. We haven't seen anything from the developers of Command & Conquer to date, but the PC game has become one of the most successful strategy titles ever. In C&C, players command modern or post-modern military forces in real time, moving units, building bases, gathering supplies and money and sending troops out on missions. Silicon Valley from BMG Entertainment is another game in fairly early development. The idea here is that you begin the game as some lowly form of life and you slowly evolve to higher forms as you outthink more advanced creatures in puzzle situations. Finally, Namco's Tales of Phantasia II may be the first traditional RPG for the N64, but there is no word yet on what sort of interface the game will have.

DRAGON QUEST III

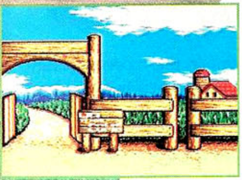
The latest Super Famicom RPG craze has deep roots. Dragon Quest III, originally an 8-bit Famicom game, recently appeared in a 16-bit format with enhanced graphics and sound (The game was originally released as Dragon Warrior for the NES in North America.) Although the game remains essentially the same as the original, including the same story and maps, the experience turns out to be much richer. In addition to the upgraded walkabout and battle scenes, Enix added sophisticated animations. We would like to report that the game will be translated into English, but it seems unlikely at this point.



Dragon Quest III for the Super Famicom

HARVEST MOON

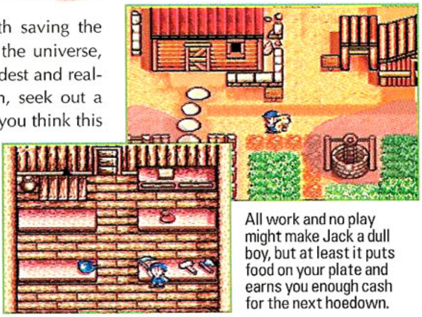
© PACK-IN-VIDEO



Farm-Out! Natsume's innovative Harvest Moon is more realistic than your typical, monster-bashing RPG. If you're bored with building levels and saving the world, take a chance on an original game that's down-to-earth fun!

A REALISTIC RPG THAT'S DOWN-HOME FUN

While other role-playing games are fixated with saving the world or destroying the most evil characters in the universe, the goal in Natsume's Harvest Moon is more modest and realistic: you need to improve your run-down farm, seek out a wife, and find a way to live happily ever after. If you think this sounds more corny than watching the corn grow, you're standing in the wrong field. This addicting cross between a RPG and a simulation game might be the Tetris Attack of the RPG genre. We chuckled until we played it, and then we couldn't put the controller down. Look for the game in stores this spring!



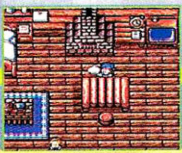
All work and no play might make Jack a dull boy, but at least it puts food on your plate and earns you enough cash for the next hoedown.

THAR'S PLENTY OF CHORES EVERY DAY

Effective time management is the key to building a flourishing farm. Unfortunately, there is not enough time in a day to get everything done. You'll have to do your best. We've outlined below a handful of the typical tasks that you'll have to complete on an average day at the homestead.

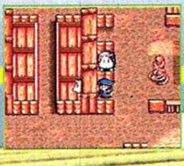
RISE AND SHINE!

So much to do and so little time. Rise and shine! Harvest your crops so they'll be ready to be picked up when the collection truck arrives. If you're late, you won't get paid.



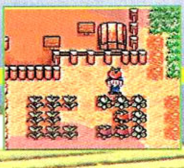
MILK THE COWS

Pinch your pennies and buy one cow, or get several cows and start a dairy. Milk is a great source of revenue, but the responsibility can consume all your time.



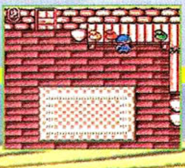
HARVEST CROPS

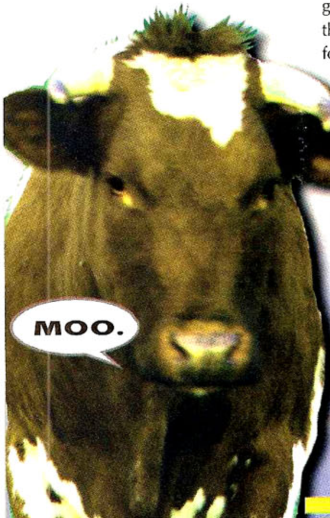
Pick your crops and get them to the food bin for pick-up. You'll only have a few hours to harvest your food before the truck comes to pick up the goods.



POWER SHOPPING

If you have time between feeding the animals and tending the crops, run into town and buy a few more bags of seeds or some of the latest gardening gadgets.



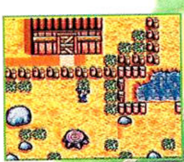


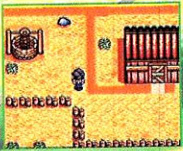
BUILD YOUR FARM, NOT YOUR LEVELS

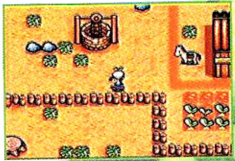
You won't have to worry about finding experience points in Harvest Moon. You start the game with a run-down farm and pocket change. Clear your land and plant your crops. If you plan carefully and pinch your pennies, you'll gradually be able to make improvements to your land and buy some animals. It's hard work all year round.

SPRING

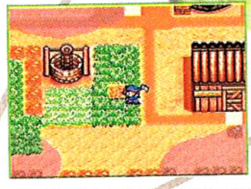
The frequent rains help germinate the seeds you've planted, but you'll also have to contend with a bumper crop of weeds and pesky pests. You're going to have work from early spring right through to harvest time. The only time you'll get a break is during the annual Flower Festival.

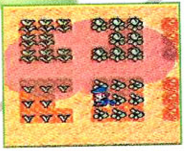






SUMMER

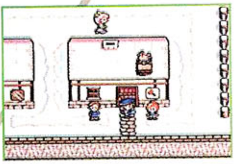


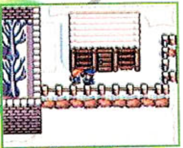


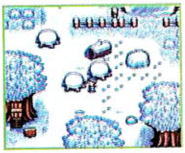
The living is easy in the summertime for some, but not you. There's a field of crops to water and herd of animals to feed. Since there are no festivals during the summer, make a social visit to town during a warm evening. The Pub is always open and your neighbors will be happy to see you.

WINTER

During the summer, you have to stow away enough hay in your silo to feed your stock through the cold winter. Since your fields are fallow beneath a blanket of snow, this is the prime time of year to make social calls and get to know folks in the nearby town. Some of the best festivals of the year take place during the winter, ranging from Thanksgiving to the New Year's celebration. If you play your cards right and make a good impression, you might find yourself a steady date for all of the local social events.

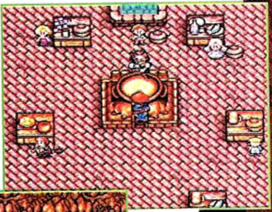


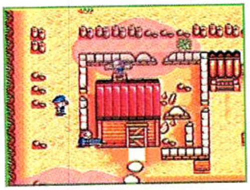


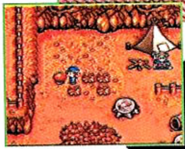


FALL

While you can't grow crops in the fall, there is still plenty of work to be done. Repair your fences and prepare your fields for next year. If you have spare time, test your luck at foraging for mushrooms or fishing at the lake in the forest. Save some extra food for the annual Harvest Festival. If you're lucky, you might find some charming young woman to dance with there.

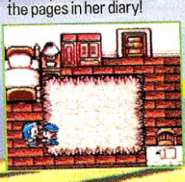






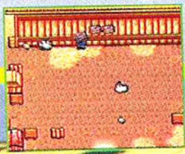
A SOCIAL CALL?

Attend the town festivals and charm the local women with gifts. If you're unsure whether someone likes you, try sneaking a peek at the pages in her diary!



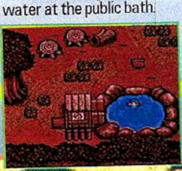
CHICKEN FEED

Check on your animals when you're not tending to your crops. Animals require supervision—you don't want your dog chasing the hens around the barnyard.



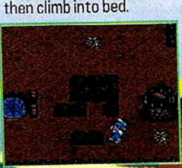
EXPLORE NEARBY

The nearby mountain offers a bountiful food supply throughout the year. You can also rest your weary bones in the soothing, hot spring water at the public bath.

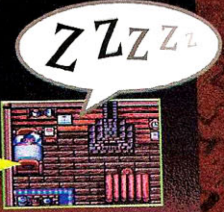


BURN THE MIDNIGHT OIL

You won't earn cash if you pick your crops at night, but you can repair fences or clear your land. Work until you're exhausted and then climb into bed.

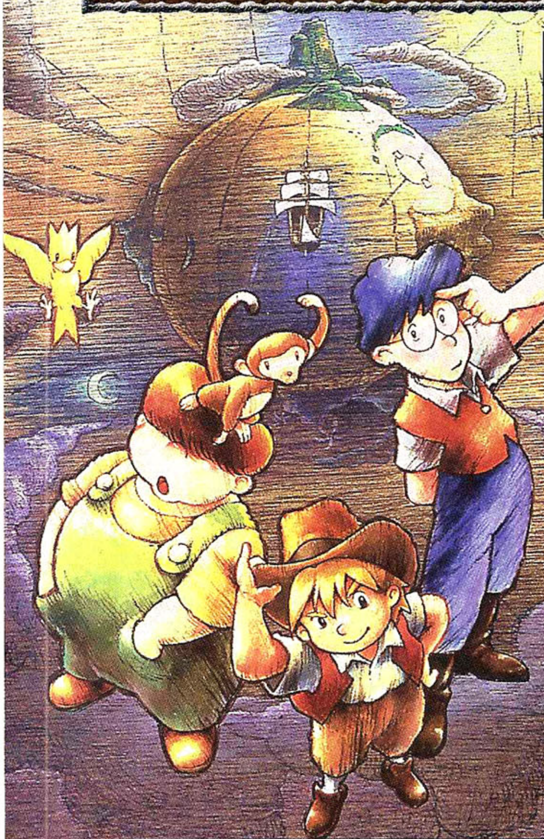


Sweet Dreams!



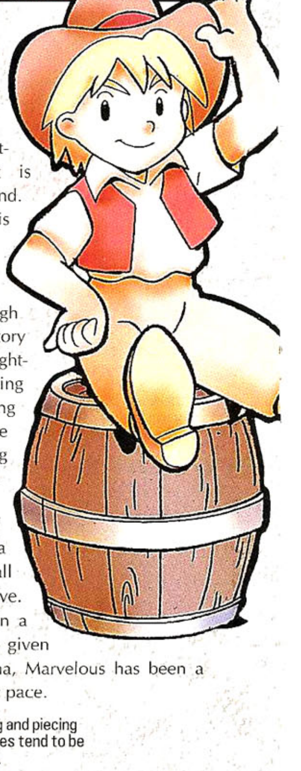
MARVELOUS™

Three clever boys, a band of monkeys, a hoard of treasure and pirates old and new—these are the main ingredients for the unique hybrid game that is, well, Marvelous! Forgoing the typical plot of evil wizards and world-ending events, this Japanese-market sensation injects a bit of innocent fun into the epic scene!



ANOTHER TREASURE ISLAND

The full title of Nintendo's latest Super Famicom hit is Marvelous: Another Treasure Island. Inspired in part by Robert Louis Stevenson's classic tale, the Marvelous development team came up with a plot crammed with bold pirates, hidden treasure and high adventure. But where Stevenson's story was grim and gritty, this epic is lighthearted and whimsical. Chronicling the misadventures of three young boys, Marvelous combines The Legend of Zelda-style adventuring with detailed puzzle elements borrowed from text-based games. The result is a refreshing combination of fast-paced exploration through a huge world, liberally spiced with all manner of murky mysteries to solve. For Japanese gamers, in a category that's usually given over to dark melodrama, Marvelous has been a sprightly change of epic pace.



Much time is spent gathering and piecing together clues. The challenges tend to be mental, rather than physical.

©Nintendo.

A NEW BREED OF ADVENTURE GAMING

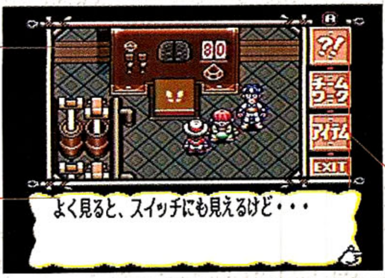
While Marvelous has many traditional adventure game elements, its most prominent feature is a text-based interface that allows players to talk with others and examine people and items in great detail. This interface is the key to solving the Marvelous mysteries, which tend to be more abstract than the physical puzzles normally found in adventure games. For example, rather than deciding which blocks to push to open a door, you might have to figure out the relationship between several clues and items to perform a complex task. Only after the proper knowledge and tools have been gathered will events be set in motion.

Main Screen

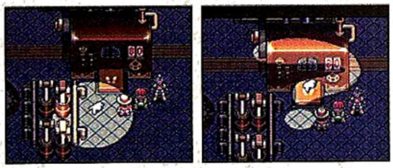
Characters can move about the Marvelous landscape individually or in a group. There is combat, but players rely on items like baseballs and catchers' mitts, rather than swords and shields.

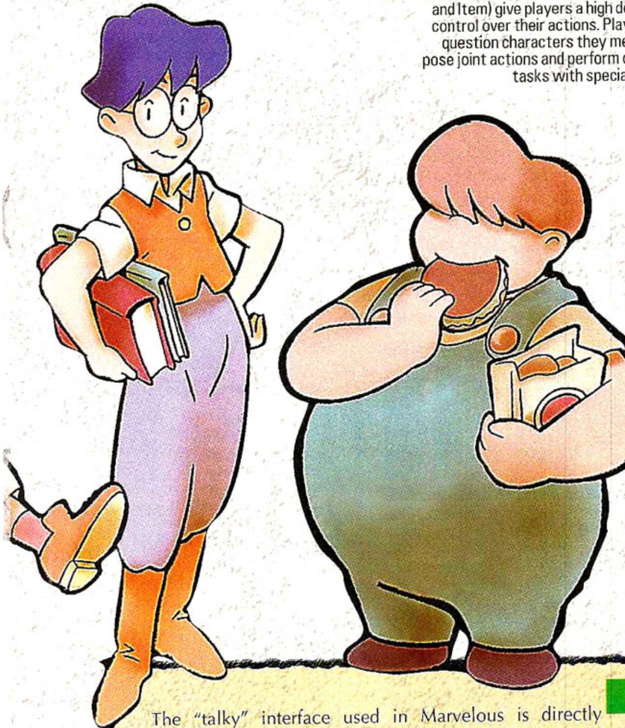
Message Screen

Characters learn by talking. Even if a player knows what an item is for, a character won't be able to use it until *he* knows.


よく見ると、スイッチにも見えるけど・・・

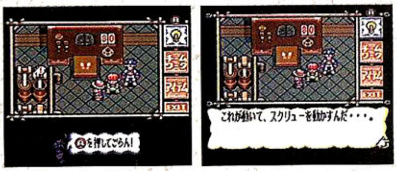
Action Buttons


The Action Buttons (Search, Teamwork and Item) give players a high degree of control over their actions. Players can question characters they meet, propose joint actions and perform complex tasks with special items..



SEARCH BUTTON

Pressing the Search Button activates a "scanner" that lets players examine their surroundings. The scanner is directed with the Control Pad, and if you come across an item that you can move, carry or otherwise affect, a question mark will appear. You may then look at the item and try to determine if it's useful or important. If allowed, you may also choose to pick it up and take it with you. The scanner's hand-shaped cursor is also used to direct questions at other characters. If a new bit of information or an idea comes up while you're looking or talking, a light bulb icon will appear.

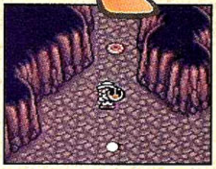

Ⓐを押してごらん!

これが動いて、スクリューを動かすんだ・・・。

Ideas come both from your characters and from other characters. These ideas will often give you new abilities or open up new courses of action not available previously.

TALK ABOUT FUN

The "talky" interface used in Marvelous is directly descended from a text-based type of RPG currently popular in Japan. These games are similar to "make-your-own-adventure" books, where players are given a set of choices at critical points in the story. The choices made determine what will happen next and what the ultimate outcome of the adventure will be. Text games tend to be rather static, using cinema scenes to advance the plot but with little direct interaction between the player and the game environment. The beauty of Marvelous is that you get the freedom of movement of adventure games coupled with the greater detail and information of text games. It is very active and very involved, all at the same time.

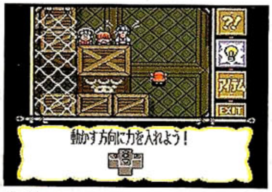


DINO

Dino is a rascal, but he has a heart of gold. Jack and Max usually let him take the lead when they're out exploring. With his baseball and glove in hand, he can bonk enemies and hit switches to open doors or activate machines. With the running shoes, he's been known to dash at super speed.

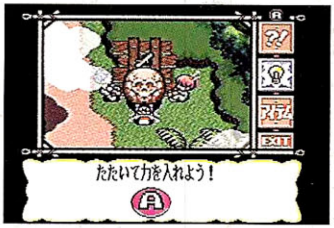
TEAMWORK BUTTON

Each of the main characters, Dino, Jack and Max, have different abilities and specialties, and so do the other people they meet. There are times, however, when they'll need to pool their skills or combine their physical strength to complete a task. That's where the Teamwork Button comes in. This switch is used to propose a joint action with people inside or outside the main party. Even if one character isn't sure what needs to be done, another one might. In either case, the light bulb will go on, and so will the adventure!

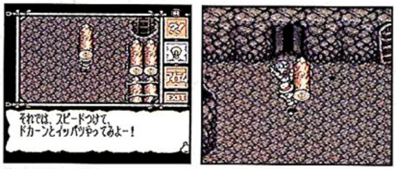


動かす方向に力を入れよう！

Problems may be as simple as moving a heavy box or as complex as repairing a futuristic robot.



たたいて力を入れよう！



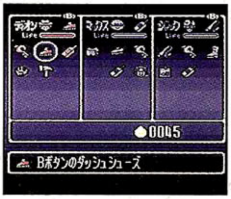
それでは、スピードつけて、
ドカーンとイッパツやってみよー！

Combining skills becomes more important as time goes on. In one case, the boys must combine their strength with Dino's dash ability to turn a log into a battering ram.

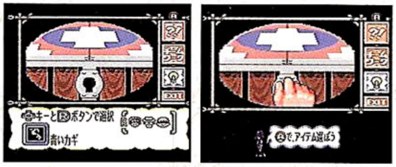
ITEM BUTTON

The boys can carry lots of weapons and tools, but because of their different abilities, they can't swap items back and forth. Basic items can generally be used at any time or place, but many special items must be activated at a specific time or place with the Item Button. Once again, unless you learn everything there is to know about an item and the problem it's related to, either the item won't work or you just won't know what to do with it.

Each boy carries his own, unique set of weapons and items.



Bボタンのダッシュシューズ



キーとBボタンで選択
青いカギ

Aで、アイテム選ぼう

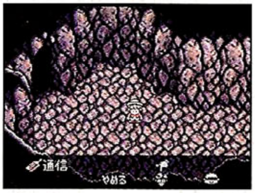
Special items often have just a single use at a specific time and place. If the light bulb goes on, players will know that they're on the right track.

JACK

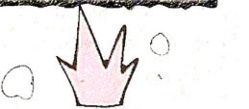
Jack is the cleverest of the trio, and he loves to tinker. If he finds the right materials, he can make complex items, like a remote control for the robot. He loves to fish, and if equipped with the boots, he can perform a super jump.

LEADER OF THE PACK

Players control only the current leader of the party, who wears a hat given to the trio by their camp counselor. The others will follow the leader through thick and thin, but since they all move at different speeds, you must be careful that someone doesn't get left behind. If the party gets separated, the leader can blow a whistle. If they're anywhere near, the other boys will come running.

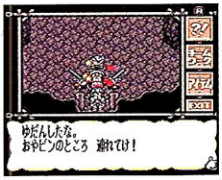


At first, you're only allowed to switch to another boy on the same screen. With the transceiver, you can do it at long range.



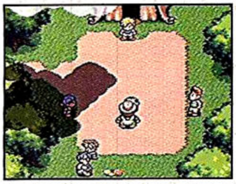
WANT TO GO SNIPE HUNTING?

At the beginning of the game, the boys will spend most of their time together. Players must switch between them, using their different skills and abilities, to solve problems. As time goes on, however, the boys must split up to accomplish certain tasks. Sometimes only one boy will have the ability to venture to a particular place. At other times, all three boys will have to be placed at separate locations. You must then switch between them several times to coordinate their efforts. Clues are often vague, so players just have to experiment as they go along.

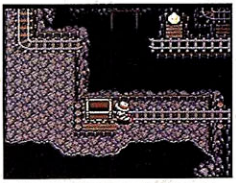


ゆだんしたな。
おやビンのところ　連れてけ！

Some solutions unfold automatically, but in other cases, players have to directly control events.



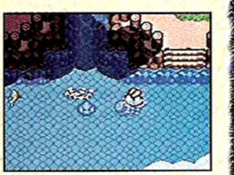
Coordinating two or three of the boys is the key to solving challenges like the soccer match.



In the mine shaft puzzle, it's up to Dino to go solo and get things rolling underground.

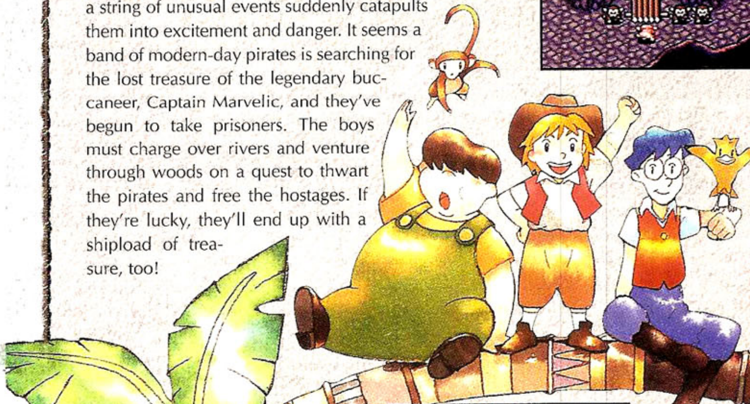
Max is not just stout, but stout-hearted as well. He loves sports, and his soccer and swimming skills will come in handy. He's the strongest of the group, and with the boxing glove, he can deliver quite a knockout punch!

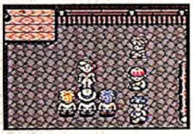
MAX



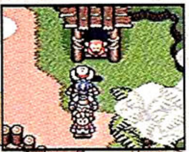
PIRATE PERIL

Dino, Jack and Max are your typical boys having a typical summer at a typical summer camp, until a string of unusual events suddenly catapults them into excitement and danger. It seems a band of modern-day pirates is searching for the lost treasure of the legendary buccaneer, Captain Marvelic, and they've begun to take prisoners. The boys must charge over rivers and venture through woods on a quest to thwart the pirates and free the hostages. If they're lucky, they'll end up with a shipload of treasure, too!

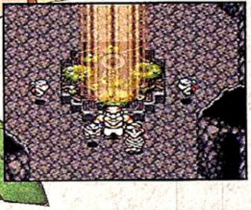




The day starts out innocently enough, with a counselor sending the boys out for firewood. Little do they know that their vacation is about to get a lot more exciting!



The island is inhabited by a band of intelligent monkeys, charged with guarding the legendary hoard of treasure.



The pirate captain takes a camp counselor hostage, to try to force the boys into revealing what they know about the lost treasure.

STRATEGY

Lufia II

Rise of the Sinistrals

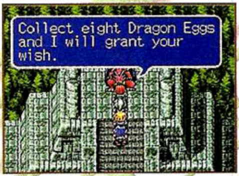
We're picking up right where we left off in Volume 90, answering FAQs and sorting out some of the tougher puzzle rooms in Lufia II: Rise of the Sinistrals. This issue, we'll be concentrating on the mysteries of the Eastern Continent. Just keep in mind that the evil Sinistrals would love to bury these secrets for all eternity–and you right along with them!

WE'RE BACK!

The response to our Lufia II coverage in Volume 90 was very positive, and we continued to receive a ton of queries on this game during our little vacation. As a result, we've decided to expand this second installment to four pages instead of the two pages we had originally planned. We'll start off with a few FAQs that caught our attention during our hiatus, then we'll delve into the puzzling secrets of the Eastern Continent.

Dragon Eggs

A number of readers have been asking what to do at the Small Shrine to Dragon Egg that's located west of Pico Forest. The reptilian resident of the shrine will grant you one of four wishes if you bring him the first set of eight Dragon Eggs scattered throughout the land. The eggs are located in Alunze Castle, Cave to Sundletan, Dankirk North Cave, Divine Shrine, Flower Mountain, Merix Village, North Dungeon and North Lighthouse. Once you give him the eggs, he'll give you a choice of a set of 10 potions, a collection of 10 fruits, the Ancient Shield or a set of Super Rings. Which treasure you choose is up to you, but the particularly succulent fruits may provide your monsters with more than their daily recommended allowance of vitamins and minerals, as you'll soon see.


Collect eight Dragon Eggs and I will grant your wish.

The Dragon will send you away if you don't have all the eggs.

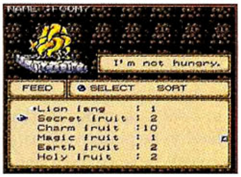
Jewel Sonar

Several hardy warriors have discovered that if you defeat the Dragon at the Small Shrine to Dragon Egg in battle, he'll reward you handsomely for your prowess with the Egg Sword and Egg Ring. The trouble is, you have to give him the second, third and fourth sets of Dragon Eggs first, and their locations are strictly random. There is one item that can help point you in the right direction, however, and that's the Jewel Sonar. It's available in the casino on Forfeit Island for 20,000 coins. (A few other items of interest at the casino include the Bunny arms and armor, which range in price from 20,000 to 60,000 coins, and the Dragon Blade, which goes for a premium price of 500,000 coins!)

Once you have the Jewel Sonar, go to the Item screen and use it whenever you enter a new area. It will ring once, and if there are any unopened treasure chests in the area, a chime will sound. The number of chimes will equal the number of unopened chests.

Feeding & Care of Capsule Monsters

If you've been wondering how to advance your Capsule Monsters to Class "M" (Master), then take the advice of your friendly Epic veterinarian and force feed them the special fruits that you received from the Dragon at the Small Shrine to Dragon Egg. The chart below shows each monster, the type of fruit to feed it and the class it should be at for the transformation.



I'm not hungry.

The proper diet of fruit will advance your monsters to Master Class. Delicious and nutritious!

Monster	Fruit	Class
Jelze (Foomy)	Secret Fruit	Class 4
Blaze (Dog)	Charm Fruit	Class 3
Flash (Shaggy)	Dark Fruit	Class 2
Gusto (Hard Hat)	Earth Fruit	Class 4
Sully (Raddisher)	Breeze Fruit	Class 4
Zeppy (Red Fish)	Holy Fruit	Class 2
Darbi (Myconido)	Flame Fruit	Class 3

Be warned though, that in cases where the monster should be Class 2 or 3, you should build that monster to Class 4 first. The monster will then say that it's "not hungry." Use the Change command to transform the monster back to Class 2 or 3, then force feed it the appropriate fruit. This process may sound a little cruel, but it will benefit them all in the long run!

Building Your Ship

Some of the areas in the game won't become available to you until after you build a particular mode of transportation. The first vehicle you'll need is the Ship.

After you rescue your son, Jeros, warp to Bound Kingdom. Inform the king of your recent adventures, then leave. Walk to the right, cross the bridge (on the Overworld screen) and enter the Small Shrine to Aleyn.

Go up through the door and enter the teleporter. When you re-materialize, you'll find Guy and Dekar waiting for you. Talk to them to get them to rejoin your party.

Head out from the shrine and back to the Overworld map screen. Go to the right to the Port Town of Aleyn. You'll hear that the ship builder, Jyad, went to the mountains to gather wood to make a boat. Leave town and go all the way up, left, down and left to reach Phantom Tree Mountain.

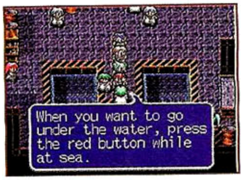
Work your way through Phantom Tree Mountain and defeat the guardian Lions. You'll meet up with Jyad after the battle and help him gather wood for the ship.

Your ship will open up new places and events in the game.

Now return to the Port Town of Aleyn. Guy and Dekar will leave you for a couple of days, while the ship is being built. Bunk at the inn for two nights, then head for the port at the south part of town. Jyad will be waiting for you, and Guy and Dekar will show up before too long. You'll be given a choice of destinations for your maiden voyage. Choose Narcysus.

The Submarine

The next vehicle you'll want to park in your garage (or by your wharf) is the Submarine. Indeed, you'll need it if you want to get to the Small Shrine to Dragon Egg. You may be surprised to learn, however, that this is more of a trade-in than a new purchase!



When you want to go under the water, press the red button while at sea.

Even after he leaves the party, Lexis will provide you with valuable help and advice.

After Artea joins your party, leave Eserikto and walk down across the bridge on the Overworld Screen. Now walk down and to the left to reach the Divine Shrine.

Work your way through the Divine Shrine to reach Artea's mother, Karyn, and Amon. Karyn will banish Amon, open up the locked door for you and then suddenly pass away. Go up through the door to increase your party's attributes.

Once you've been energized, go back to Portravia and visit the laboratory. Talk to Lexis to get your Ship back. It will now have the ability to submerge.

Lexis will now tell you about a ball of light that went streaking towards Barnan. Board your new Submarine and set sail for Barnan, which is actually just down and left from your present location.

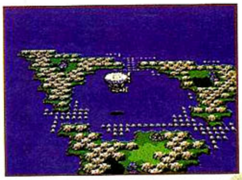
Talk to the people in the town about the light. They'll tell you that it crashed into the water and that it might have something to do with the shrine. Hop back aboard the Sub and sail southwest along the coast until you see a shrine on the southwestern tip of the island.

Batten down the hatches and give the order to dive. As you enter the briny depths, you'll see a "hole" in the ocean floor. Enter the hole to reach the Barnan Sth. Submarine Cave. Once inside the cave, go all the way up and enter the swirling whirlpool. The current will whisk you to the entrance to the Shrine Of Vengeance.

The Airship

After Chaed is destroyed, return to Portravia. Go to the laboratory and talk to Lexis once again. He'll tell you that he can make the Excerion (your Submarine) fly, but that he'll need a different type of engine for the job.

Lexis will then instruct you to go to Gratze Kingdom. Return to Dankirk Kingdom to retrieve the Excerion. Submerge, then follow the coast to the left, up and to the right, until you enter the shallows. Go down through the middle and enter the Gratze Sth. Submarine Cave.



Once you have the Airship, head for Narvick and Doom Island.

Once inside, go straight up and all the way to the right. Now go up and enter the vortex to pop back into the Dankirk North Cave. Go to the right and land the Excerion. Exit the Sub and go up through the door. Climb four staircases to reach Gratze Kingdom.

When you walk down through the door, you'll be captured by a squad of guards. After a while, you'll wake up in jail with Berty and Bart. They'll open the jail cell for you. Walk down, then left to the jail cell. Go up to find an HP and MP Restore and a Save Spot.

Work your way through the Gratze Kingdom Dungeon until you get back to the top. Go to the left and you'll see Berty and Bart next to a tank (they'll have been captured again). You'll then have to face a squad of Soldiers and their Tank.

Even though you'll turn the Tank into scrap metal, its engine will survive intact. You'll then warp automatically back to Portravia. Take the engine to Lexis in the lab, where he and his crack team of scientists will fit it to the Excerion's hull. Doom Island will then move into position over the town of Narvick. Hop into your new Airship and head for Narvick.

Once More Unto the Breach

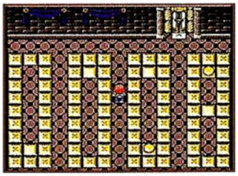
A lot of you will have finished the game by now, but perhaps you're interested in going back and exploring new areas or recovering items that eluded you. If you choose the Retry option, you'll start over from the beginning, but now you'll earn four times the normal amount of gold and experience points in battle. Game events won't change, but the game will go a lot faster!

You'll zoom along the second time around. What a bonus!

The Tower of Sacrifice

Now we'll turn our attention to some of the puzzles you'll encounter in the hallways and corridors in the second half of the game, beginning with the Tower of Sacrifice.

A search for the source of mysterious, hypnotic flute music will bring you to the gates of the tower. You'll soon come across a room with four switches and four blocks that move when you do. When you enter the room, walk up two steps, left five, up ten, right four, down ten, right four, up ten, right four, down ten, right four and up ten. If you don't stray from the path, the four switches should be covered and the locked door will now be open.



The idea is to maneuver the blocks to cover all the switches.

Karlloon North Shrine

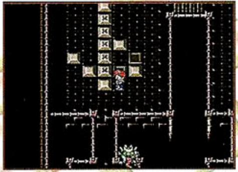
In this forbidding structure, you'll encounter a teleporter surrounded by blocks. There is a path through the blocks, but you must open it up as you go, and you might not be able to visualize it readily.

From the entrance to this room, walk up two steps, left one step and push the left block one space to the left. Walk up one step and push the left block one space to the left. Now walk up one step and push the top block one space up. Go right two steps, up one step and right one step. Push the right block one space to the right, push the block below you one space down and push the left block one space to the left. You should now be able to step into the teleporter.

Dankirk North Cave

Your mission in the Dankirk North Cave is to recover the stolen Ruby Icon, but there are a number of natural obstacles to deal with along the way. At one point, you'll find an arrow puzzle consisting of six blocks and two tiles. Start by pushing the left most block up one space and then taking a step to the right. Push the top block up three spaces and right one space onto the floor switch. Now push the left most block back down one space onto the switch.

Go to the right most block and push it down one space. Take a step to the left and push the bottom block down one space and left one space onto the floor tile. Now go to the second block from the right. Push it down two spaces onto the floor tile, then push the right most block up one space onto the floor tile. This will create an "arrow" pointing down and a bridge you can use to cross the gap.



If you make a mistake, use the Reset spell and start again.

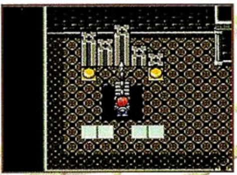
The Shrine of Vengeance

This puzzle is simple to solve, yet it stumps a lot of dungeon divers, probably because the solution is almost too obvious. In this shrine, you'll see a treasure chest across a gap with no visible means of getting across and nothing to grapple onto with your Hook. To raise the pillar across the way, start from the bottom of the stairs and walk through the wall to the right. You'll see a switch on the other side. Hit the switch to raise the pillar. What's one of the first rules of RPG exploration? "Try everything!"

The Tower of Truth

The first major puzzle in the Tower of Truth involves two gravity orbs (the black spheres) that generate a force field that block your path. First of all, stand above the switch and use the Hook to change the color of the Crystal Switch from red to blue. Now walk to the right wall and Hook down to the pillar below. Face left and hit the Crystal Switch with the Hook to change it back to red. Go down and left to the wall, face up and hit the Crystal Switch with the Hook to change it to blue once again. Walk down through the doorway to get to the outer rim of the tower.

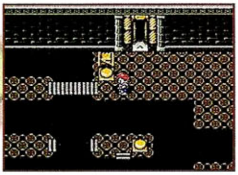
The next major puzzle involves playing musical tiles to raise several pillars in the proper sequence. In the chamber just below the tile room, step on the right switch and watch the pattern shown. Now walk up and enter the tile room. Step on the second tile from the right, then the second tile from the left, then the far right tile and finally the far left tile. Don't step on the center tile during this process or the pillars will reset.



Use the Hook to pull yourself across the tile in the gap.

Now stand at the center of the four musical tiles and fire your Hook straight up to drag yourself across the last tile at the center of the gap. This will lower the spikes to the right. Walk to the bottom right corner and go down the staircase to exit.

The last great mystery in the tower is found in a room full of switches and half-built bridges. From the entrance, you'll see a pot and a crate to your right. Pick up the crate and place it on the top left switch, then pick up the pot and place it on the bottom left switch. Walk all the way to the left (across the bridge) to find two switches and a block. Push the block down one space to cover the bottom switch.



The "bridge room" will try your patience and maybe your sanity!

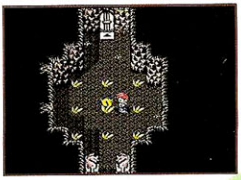
Go back across the bridge to the right. Pick up the pot and carry it to the right and down across the bridge. Place it on the switch you find below. Now go back and pick up the crate again. Take it to the right and down across the bridge, then left across another bridge and up across a third bridge. Set it on the switch you find there.

Once the crate is in place, go all the way left across the bridge and push the block up two spaces so that it covers the top switch. Go to the right across the long bridge and pick up the crate once last time. Carry it down across the bridge and left across the next bridge. Place the crate on the switch and lay down a Bomb next to it. Now walk down across the bridge, right across the next bridge and down through the door. Open the chest in the next chamber to get the Truth Key.

Dragon Mountain

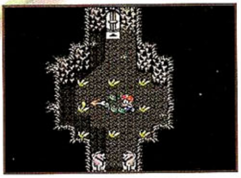
Dragon Mountain is one of the last areas you'll visit before you pass through the Three Towers and battle onward to Doom Island for the final confrontation. The first puzzle you'll come across here is an elevator with a "required weight of one ton" to operate. From the clue sign, walk to the bottom left corner of the room and up the staircase. Go to the right and fire your Hook to the right to cross the gap. Once across, step on the cracks to fall through the floor. When you hit the floor, you'll notice that the impact from your landing causes the central platform to rise up. Go back up the staircase on the left side of the room. Go to the right and Hook across the gap. Lure the monster over the cracked floor so that he falls through. This will raise the platform for you.

The key to solving the "plant room" puzzle is to hold the R Button while using the Control Pad to pivot in place without taking a step. When you first enter, walk down two steps, right one and down three. Pivot to the left (hold the R Button and press Left) and shoot two Fire Arrows at the plant. Now walk down one step and right one step. Face up and shoot a Fire Arrow at the plant above.



The pivot maneuver is the key to solving this intricate maze.

Walk four steps to the left, pivot downward and shoot a Fire Arrow at the plant below. Face up and shoot two Fire Arrows at the top plant. Walk right one step and up one step. Face right and shoot a Fire Arrow at the plant. Go down two steps, face right and shoot a Fire Arrow. Go up one step, right one step, face down and shoot a Fire Arrow. Go two steps right, face up and shoot a Fire Arrow.



Shooting at the wrong plant or shooting too many arrows can upset the sequence.

Now walk left one step, up one step, face left and shoot a Fire Arrow. Go up one step, left one step, face up and shoot a Fire Arrow. Pivot back down and shoot a Fire Arrow. Walk right one step , down one step, face right and shoot a Fire Arrow at the remaining plant. Now all of the plants will disappear!

Boss	HP	Rec. Level
Venge Ghost	7,500	50+
White Dragon (3)	1, 000 each	55+
Fire Dragon	7,500	55+
Ghost Ship	10,000	57+
Soldier (4)	750 each	57+
Tank	10,000	57+
Gades (Shuman Island)	8,000	60+
Amon (Strahda Island)	10,000	60+
Gades (Doom Island)	8,000	60+
Amon (Doom Island)	10,000	60+
Erim	15,000	60+
Daos	20,000	60+

Another prickly puzzle involves a wall that keeps closing in on you. Stand up against the wall and lay down a Bomb. Now go down one step and right two steps. Lay down another Bomb. Go back one step to the left and lay down another Bomb. Take one more step to the left.

Swing your Sword once to set off the top Bomb. Immediately lay down a Bomb where you are standing, walk up one step and lay down another Bomb. Swing your Sword twice to set off all of the Bombs in a chain reaction. The explosions will "unlock" the wall. Now switch to the Hammer and break through. This passage will lead you to the "World's Most Difficult Trick."

There is no set solution to the so-called "World's Most Difficult Trick," but we have some expert tips on getting the treasure chests to come to you. First of all, you should move the long rectangular piece to the bottom. Second, get the four tall rectangles into the top row. Third, separate the four small blocks along the bottom. The chests contain the Holy Robe, the Legend Helm, the Lizard Blow and the Mega Shield. These aren't the "world's greatest" arms and armor, but they're pretty darn good and, better yet, free!

Found Mega shield

The goodies in the chests are worth the aggravation.

The last major puzzle of Dragon Mountain involves a set of eight bushes that keep growing back. Stand above the bottom left bush. Place a Bomb right on top of it and walk up one step. Go right one step and lay down another Bomb. Chop down the bush to the right of you, then go right one step and lay down a Bomb. Once that's done, chop down the next bush to the right, then go right one step and lay down a Bomb. Now walk up two spaces to set off all the Bombs. The resulting explosions will get rid of all the plants and open the door.

Endgame

Before we sign off, we have just a few more tidbits of info. The chart to the left shows the bosses you'll face in the final areas of the game. We've listed the number of Hit Points each creature possesses and the recommended minimum experience level for your party. Though some of their HP levels may seem low, these malevolent monsters are quite tough and can withstand even the strongest blows. As always, use as many I.P. attacks and defenses as you can, as well your Fry and Zap spells

That wraps it up for this month. Happy adventuring!

CLASSIFIED INFORMATION

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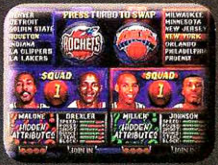
MEMBER IDENTIFICATION #

NBA HANG TIME

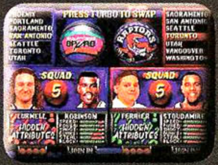
Hidden and Duplicate Players

In last month's review of NBA Hangtime for the N64, we revealed a few of the game's secret players. As promised, we've compiled a complete list of them for your jamming pleasure! At the start of a game, input any of the names on the list and its corresponding Personal ID Number. You'll access either a wacky player or a duplicate of a pro player.

Name	PIN	Name	PIN
Kidd	0000	Miller	0000
Glennr	0000	Japple	6660
Hgrant	0000	JC	0000
Kemp	0000	Minife	6000
Smits	0000	MXV	1014
Pippen	0000	Danr	0000
Motumb	0000	Jason	0729
Webb	0000	Nobud	1010
Stackh	0000	Jigger	1010
Malone	0000	Divita	0201
Rodman	0000	Jfer	0503
Ghill	0000	Marty	1010
Ewing	0000	Jamie	1000
Cliffr	0000	Patf	2000
Webber	0000	Quin	0330
Mursan	0000	Marius	1005
Davidr	0000	Turmel	0322
Starks	0000	Jonhey	6000
Dream	0000	Carlos	1010
Johnsn	0000	Nick	7000
Rice	0000	Mortal	0004
Mourng	0000	Kombat	0004
Ahrdwy	0000	Perry	3500
Elliott	0000	Munday	5432
Danicl	0604	Eugene	6767
Morris	6000	Bardo	6000
Shawn	0123	Eddie	6213
Root	6000	Mednik	6000
Nfunk	0101	Sno	0103
Amrich	2020	Mdoc	2099
North	5050		



You can mix and match players from different teams...

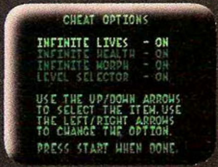


...or pit the programmers against the pros!

THE MASK

Cheat Menu

If you're having a sssss-mokin' time with The Mask for the Super NES, then you'll love this super cheat code, too. On the Options screen, press A, B, X, Y, L, R, L, A and B to make a cheat menu appear (press the L and R Buttons, not Left and Right). If the code fails, turn your Super NES off and on before you try again. Infinite lives? Alrighty then!



CHEAT OPTIONS

INFINITE LIVES - ON
INFINITE HEALTH - ON
INFINITE MORPH - ON
LEVEL SELECTOR - ON

USE THE UP/DOWN ARROWS TO SELECT THE ITEM. USE THE LEFT/RIGHT ARROWS TO CHANGE THE OPTION.
PRESS START WHEN DONE.

You must input the code on the first try for it to work.

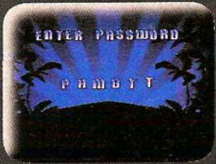
Press Select on the Level Select screen to skip ahead.

MAUI MALLARD

P. I. Passwords

Detective work isn't always what it's quacked up to be, so here are all the passwords to this thrilling tropical mystery!

Level 1	None	Level 5	NFXDQH
Level 2	QVRBLP	Level 6	SXGDLJ
Level 3	CNFJTS	Level 7	MDVCBQ
Level 4	PHMBTT	Level 8	HRTGDV



Most of the levels have multiple stages.

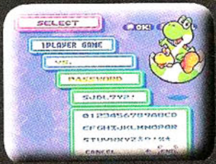
That missing Mojo had better be worth all this trouble!

TETRIS ATTACK

Extra Hard Mode Passwords

Back in Volume 90, we printed a code to access an Extra Hard difficulty level in the one-player Vs. mode. In case Extra Hard is too hard, here are some handy passwords.

Stage 1	None	Stage 7	SJDL7Y2!
Stage 2	STDJ7YJ!	Stage 8	S1RL7YN!
Stage 3	SNDG7Y9!	Stage 9	SC?L7BC!
Stage 4	SHD87Y7!	Stage 10	SB?L7BJ!
Stage 5	S2DF7Y!!	Stage 11	SY?L7B9!
Stage 6	SQD57YD!	Stage 12	S6?L7B7!



These passwords will work without the Extra Hard code.

STAGE 7
LEVEL
HARD
TIME
0'16

Bowser and company will be raining on your parade!

KILLER INSTINCT GOLD

Gargos, Secret Options & More

Last issue's Members Only tip book insert (one of the benefits of subscribing, folks!) featured several killer codes for KI Gold, including the much-sought-after Gargos code. We've discovered a few more exclusive codes in the meantime, so out of the goodness of our hearts, we're going to reprint the Gargos code and reveal, for the first time anywhere, the New Uniform Colors, Enable All Options and View Credits codes. If you missed the Members Only special, don't worry; due to popular demand, we'll be reprinting some choice codes from it in future installments of Classified Information.

Play as Gargos

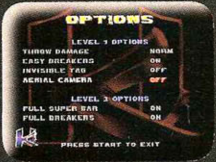
To enable Gargos, press Z, A, R Button, Z, A and B during any character demo. If you input the code correctly, Gargos will laugh and appear on the player select roster.

New Colors

To expand your uniform color choices to include White, Gold and Shadow, press Z, B, A, Z, A and the L Button during any demo. You'll hear, "Welcome!" if you enter the code correctly.

Enable All Options

To enable all special options, press Z, B, A, L Button, A and Z during any demo. You'll hear, "Perfect!" if you enter the code correctly. Go to the Options screen to adjust the game parameters.



OPTIONS

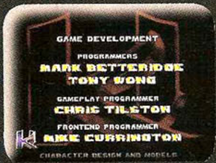
LEVEL 1 OPTIONS
THROW DAMAGE NORM
EASY BREAKERS ON
INVISIBLE TAG OFF
AERIAL CAMERA OFF

LEVEL 2 OPTIONS
FULL SUPER BAR ON
FULL BREAKERS ON

PRESS START TO EXIT

View Credits

To take the easy way out, press Z, L Button, A, Z, A and the R Button. You'll see the credits without having to beat Gargos.



GAME DEVELOPMENT
PROGRAMMERS
MARK BETTERIDGE
TONY WONG
GAMEPLAY PROGRAMMER
CHRIS TILSTON
FRONTEND PROGRAMMER
MIKE CURRINGTON
CHARACTER DESIGN AND MODELS

More Classic Teams

We'll wrap up our Madden NFL '97 coverage with the rest of these classic team codes. Highlight your chosen squad on the Team Select screen and enter the appropriate code (S=Select, L and R=the L and R Buttons).

TEAM SELECT
HOME
VISITOR
VS.
BENGALS
CARDINALS

1981 Bengals:
Press B, L, A, R and A.

TEAM SELECT
HOME
VISITOR
VS.
Rams
FALCONS

1979 Rams:
Press L, R, R, A and S.

MADDEN NFL '97
PLAY NOW
SEASON PLAY
FRONT OFFICE
RECORDS

These teams are available in the Play Now mode.

TEAM SELECT
HOME
VISITOR
VS.
CHIEFS
Steelers

1969 Chiefs:
Press L, Y, R, R and A.

TEAM SELECT
HOME
VISITOR
VS.
SAINTS

1987 Saints:
Press L, B, L, B and S.

TEAM SELECT
HOME
VISITOR
VS.
JETS
BEARS

1968 Jets:
Press Y, Y, A, L and L.

TEAM SELECT
HOME
VISITOR
VS.
Rams

1979 Buccaneers:
Press R, R, L, L and S.

TEAM SELECT
HOME
VISITOR
VS.
BILLS
CHARGERS
RANKING

1990 Bills:
Press B, Y, L L and S.

TEAM SELECT
HOME
VISITOR
VS.
OILERS
BENGALS

1993 Oilers:
Press R, S, R, S and Y.

TEAM SELECT
HOME
VISITOR
VS.
CHARGERS
COWBOYS

1994 Chargers:
Press S, A, L, L and Y.

TEAM SELECT
HOME
VISITOR
VS.
LIONS
49ERS

1952 Lions:
Press S, Y, L, L and Y.

TEAM SELECT
HOME
VISITOR
VS.
EAGLES
Seahawks

1980 Eagles:
Press B, A, L, B and Y.

TEAM SELECT
HOME
VISITOR
VS.
BEARS
BRONCOS

1985 Bears:
Press A, L, L, R and B.

TEAM SELECT
HOME
VISITOR
VS.
REDSKINS
LIONS

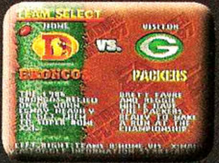
1982 Redskins:
Press B, L, L, R and R.

TEAM SELECT
HOME
VISITOR
VS.
CARDINALS
BUCCANEERS

1975 Cardinals:
Press Y, R, A, L and L.

TEAM SELECT
HOME
VISITOR
VS.
VIKINGS
REDSKINS

1976 Vikings:
Press B, R, R, R and R.


TEAM SELECT
HOME
VISITOR
VS.
BRONCOS
PACKERS

1986 Broncos:
Press L, L, Y, A and Y.

TEAM SELECT
HOME
VISITOR
VS.
GIANTS
OILERS

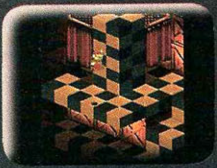
1990 Giants:
Press B, Y, R, L and S.

CLASSIFIED INFORMATION

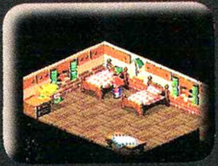
SUPER MARIO RPG

8-bit Mario and Link

Some of the best things about Super Mario RPG are the fun surprises sprinkled throughout. To get a glimpse of Mario as he used to be, step behind the curtained area in Booster's Tower. To compare adventuring notes with Link from the Zelda game series, spend a night at the Rose Town Inn.



My, you've certainly come a long way, Mario!



What are you doing here? Get back to your own adventure!

Might and Magic III

Portal Passwords

A number of readers have requested more special teleporter passwords for this game, if we had them. We don't have any more trick passwords, but these will take you to several key areas of the game. Happy adventuring!

Fountain Head:	Home
Area E4 (X3, Y3):	Earth
Area F1 (X0, Y12):	Air
Area C2 (X12, Y0):	Fire
Area E3 (X7, Y10):	Water
Swamp Town:	Doomed
Town of Wildabar:	Freeman
Blistering Heights:	Redhot
Town of Baywatch:	Seadog

MORTAL KOMBAT TRILOGY

Special Moves and More

Last issue's Members Only special insert also included codes for playing as Motaro and Shao Kahn. We follow up this month with Fatalities and special moves for both of these kruel kombatants!

Fireball/ Power Punch

Hold Low Kick and then release to send your opponent a flaming greeting. If you want to get up close and personal with your fists, press Forward three times and High Punch.

WINS: 00
78
PUSH START

Decapitation

Motaro's single Fatality is particularly messy. Press Forward four times and then High Kick. Once you're done, your opponent will be lonesome for his head!

WINS: 01
63
PUSH START
MOTARO WINS
FATALITY

Knee/Hammer

Kahn's Knee Uppercut is terrific for defense. Press Down, Down, Forward and High Kick. To put a big smack down on your foe, press Forward, Back, Back and High Punch.

Hammer Time

Like Motaro, Kahn has only one Fatality, but one is all he needs. Stand at sweeping distance and press Forward, Forward, Back and High Punch. Ouch!

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

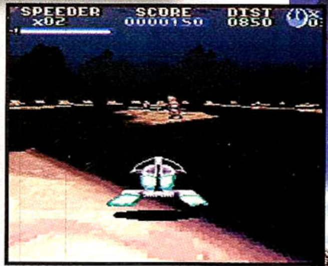
STAR WA
TRILOG

STAR WARS®

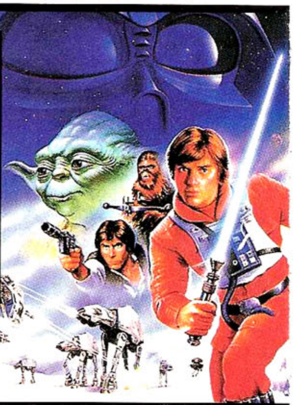
Based on the blockbuster George Lucas movie, Star Wars for Game Boy was made for a true Jedi Warrior. Even the best players will find a challenge in this portable Pak!

SUPER STAR WARS
EMPIRE STRIKES BACK

Destroying the Death Star was only the beginning of the struggle against the Imperial tyranny. Now it's time for the Empire to seek revenge on the tiny band of Rebel forces.

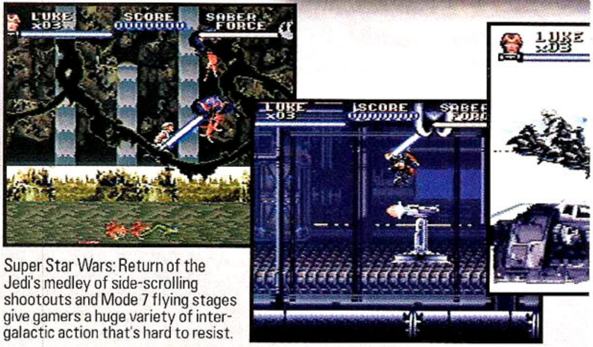


Super Star Wars: The Empire Strikes Back features rapid scrolling racing sequences, such as the landspeeder stage, and deadly blaster battles on high flying platforms.



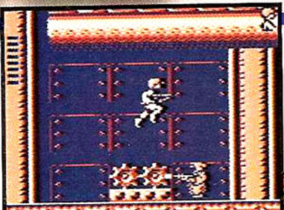
SUPER STAR WARS
RETURN OF THE JEDI™

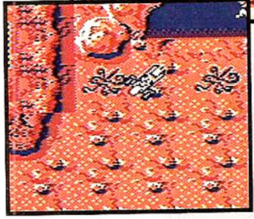
Is Luke a full Jedi? Can Han Solo be rescued? Are you brave enough to confront Vader in the shadow of the evil emperor? All is revealed in Super Star Wars: Return of the Jedi!

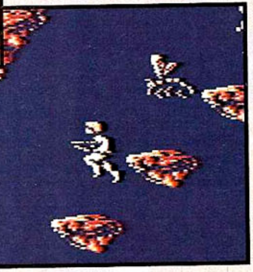


Super Star Wars: Return of the Jedi's medley of side-scrolling shootouts and Mode 7 flying stages give gamers a huge variety of intergalactic action that's hard to resist.

Long ago, in a galaxy far, far, away, there were three Star Wars video games that were out of this world. Players bought and played the games until no more were available—no more until today:

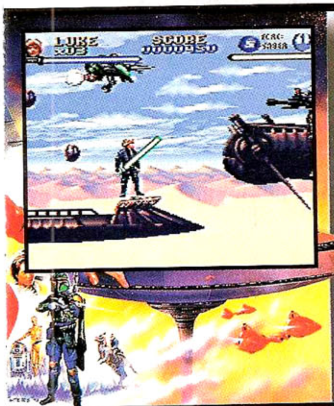






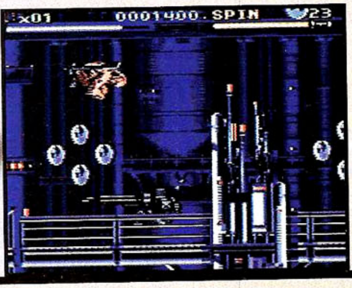
A Game for True Jedi Warriors

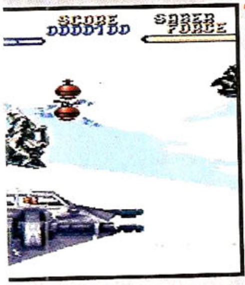
Unlike the Super Star Wars series for the Super NES, Star Wars for Game Boy doesn't have any codes or cheats for getting through difficult stages. Your game playing skills will be taxed to the limit as you battle Darth Vader's Imperial forces all the way to the Death Star. The game follows the plot of the first Star Wars movie and features a variety of side-scrolling and head-on action screens. As Luke Skywalker explores Tatooine and other stages in the game, you'll find and add up to six party members, including R2-D2, C3P0, Han Solo, Chewbacca and Princess Leia. Later in the game you'll blast into hyperspace in the Millennium Falcon, weave and dodge your way through an asteroid field, skirmish in the dark corridors of the Death Star, and finally fight for peace in the galaxy in your Rebel X-Wing fighter. Star Wars is packed with challenges and offers hours of galactic excitement.



You Can't Resist the Dark Side

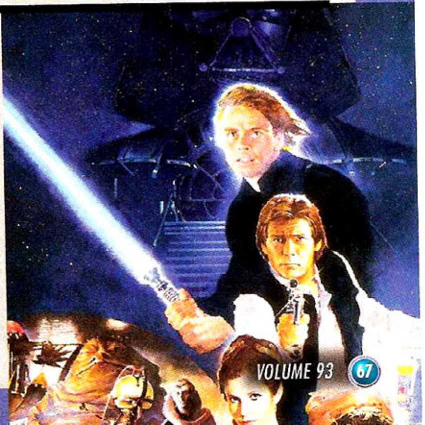
Luke, Han and Chewbacca return to continue their battle against Vader's Imperial forces in Super Star Wars: The Empire Strikes Back, a password-backed game for the Super NES. Blast your way through twenty levels, ranging from the frigid wastes of Hoth to the stratospheric heights of Cloud City. The game's stages comprise side-scrolling laser battles and fast-paced, Mode 7 levels where you fly a snowspeeder or the Millennium Falcon. Revitalize your strength and arsenal along the way by picking up hearts, power-ups, grenades and thermal detonators. The Empire Strikes back is not an easy game to complete, but the multiple difficulty settings and cheat-codes on page 71 will help you hold your own against the Imperial onslaught.





The Final Confrontation for the Super NES

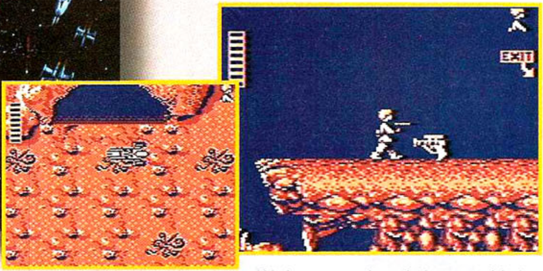
Super Star Wars: Return of the Jedi is the exciting conclusion of the intergalactic war between the Rebels and the Empire. This game follows in the bantha-prints of Super Star Wars: The Empire Strikes Back both in design and format. Gamers assume the pre-selected roles of Luke, Leia, Han Solo, Chewie and the Endorian Wicket as they blast, roll and slash their way through 19 breathtaking stages. Like its predecessor, The Empire Strikes Back, Return of the Jedi is an exceptionally challenging game, but this month's Nintendo Power has the information you need to complete your Jedi training. A summary of the game's toughest spots, plus a stash of the coolest Jedi codes is on page 73.



Take the Epic Movie With You!

STAR WARS®

©1992 UBI SOFT. LICENSED BY NINTENDO.



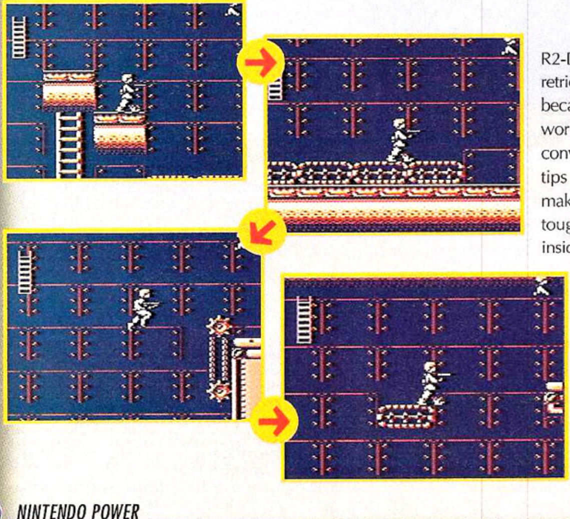
Work your way through the cave with the large opening to find your Blaster. You won't find it until you reach the end of the cavern. The Blaster has a faster rate of fire than your small side arm and does more damage to enemies. This will be Luke's weapon of choice until he finds his Lightsaber.

A Boy and His Blaster

The vast stretch of desert around Mos Eisley is filled with danger and abandoned equipment. Since Tatooine is a huge expanse of wasteland, the landspeeder automatically drops you off at the first and most important cave in the game. If you work your way to the right, you'll find your Blaster just before the exit. The Blaster has a faster rate of fire than your small gun and inflicts more damage on the foes you encounter. You'll be glad you have this weapon when you see the Banthas in your rearview mirror.

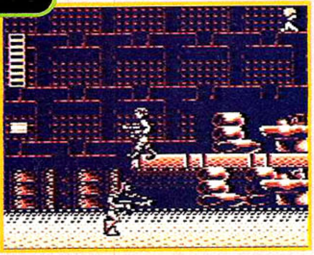
Search the Sandcrawler

R2-D2 has been captured by the Jawas and it's up to Luke to find and retrieve him. The Jawas must have mistaken you for a safety inspector, because they're a little less than thrilled to see you poking around their workplace. You'll have to work your way through a series of tubes and conveyor belts to find your droid. The photos and captions below have tips and suggestions for making your way past the toughest series of leaps inside the Sandcrawler.

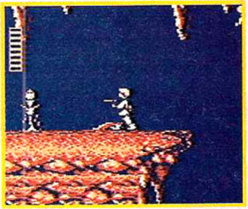


You must master the Super Jump technique to clear the toughest obstacles on Tatooine. Hold the B Button and run before you jump. This will add extra distance to your leap. One challenging series of jumps is on the conveyor belts in the Sandcrawler. Run left along the conveyor belt and jump off the end. Hold Left on the Control Pad as you jump so you'll land on a ledge at the far left.

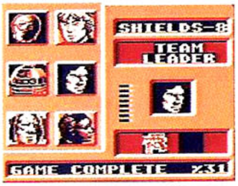
May the Force Be With You



Obi Wan Kenobi is one of the most important members of your six person team, and it's vital that you find him before you leave Tatooine. Depending on your location in the game, Obi Wan can use the Force up to five times during the game to revive fallen party members. You must bring R2-D2 to Old Ben before the veteran Jedi warrior will join you on your adventure.

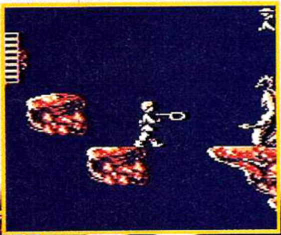


Don't bother exploring the caves leading to Obi Wan Kenobi until you've rescued R2-D2 from the Jawas. Obi Wan won't join your party unless he sees R2's message from Princess Leia.

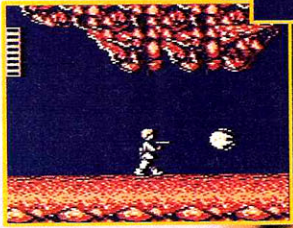


If one of your characters is defeated, Obi Wan can use the Force to revive him or her. Keep in mind that this healing power works only in certain stages and can be used a total of only five times in the game.

Collect the Eight Shields



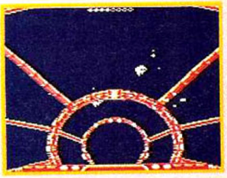
While Luke and Han didn't have to go on a scavenger hunt for ship shields in the original movie, you'll have to take some extra steps before you see the ending credits. Explore the small cave to the left and up from Mos Eisley. This cave is packed with rats, and you'll have to fight your way through the darkness. Explore the cave eight times to collect all eight shields for the Millennium Falcon. Once you have all the shields, you'll be cleared for takeoff.

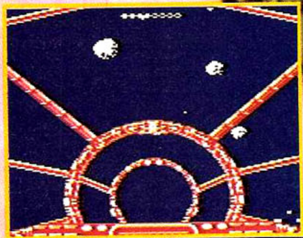


You'll have to fight your way past the rodents a total of eight times to find all eight shields for the Millennium Falcon. If you're using the Super Game Boy and a controller with a turbo button, you can blast away your foes from a distance.

That's Not a Moon, It's...

Leaving hyperspace, the Millennium Falcon finds itself in the middle of an uncharted asteroid field near the center of the Alderaan System. You can avoid all the obstacles in this stage by holding Down and Right on the Control Pad. Keep flying until you reach that small moon in the distance.





The asteroid field in the Alderaan System will burn out a few shields unless you know the trick for getting through the stage. Avoid all the obstacles by holding Down and Right on the Control Pad as you make your way past the planetoids to the Death Star.

It's In Power

Star Wars for Game Boy has been featured in three different issues of Nintendo Power. Whether you're looking for information or are merely curious, you can find the following features in these past issues:

VOLUME 37

Pages 54-57 feature detailed maps and hints for getting around the roughest spots on Tatooine.

VOLUME 60

Want to get a lost character back in your party? Check out Counselors' Corner on page 77.

VOLUME 88

Volume 88 names Star Wars for Game Boy as one of the prestigious picks of the Paks.

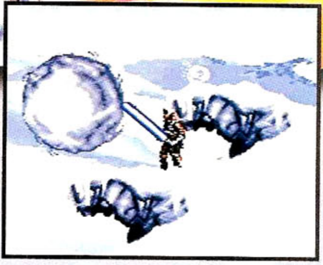
Surrender to the Dark Side of the Force.

SUPER
STAR
EMPIRE
STRIKES BACK
WARS
TM

©1993 LUCASARTS ENTERTAINMENT. LICENSED BY NINTENDO

The Frozen Wastes of Hoth

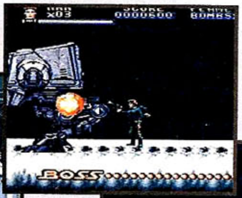
You'll have to find your way to your trusty Tauntaun in the game's first stage. Along the way you'll be dive-bombed by leathery arctic avians, but your biggest problem will be dodging the giant snowballs rolling down the hill. Wait beneath the stone ledges until the snowball rolls by, then continue up the embankment. Your Tauntaun is waiting for you on the top of the mountain. Mount up and ride into the next stage.



To avoid the runaway snowballs, seek cover beneath the stone ledges jutting out from the embankment. You'll find your Tauntaun waiting at the top.

Defeating the ATST Walker

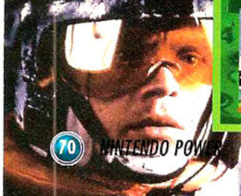
The ATST Walker is the last enemy Han Solo encounters in the Rebel Base. One method for disabling the Walker is to blast away its laser cannon and roll under it when it jumps toward you. Once the cannon is destroyed, you can hit the Walker anywhere and damage it. An alternate method for defeating the ATST is to pick up the shield in the top right corner of the room, then stay low and throw 50 Grenades. Avoid the Walker by rolling out of the way.



The ATST Walker is the last foe Han finds inside the Rebel Base. Destroy the Walker's laser cannon and dodge its counterattacks by rolling under it when it jumps at you. After you defeat the ATST, you'll find Princess Leia.

A Nintendo Power Surge

Nintendo Power has covered Super Empire Strikes back more comprehensively than any other video game magazine. A total of eight issues feature tips, strategies and codes for this challenging Super NES game.



VOLUME 52

Read up on design and creation techniques for the Empire Strikes Back in Volume 52.

VOLUME 53

Super Empire made the cover of Volume 53. Check out the stage maps up to Cloud City.

VOLUME 56

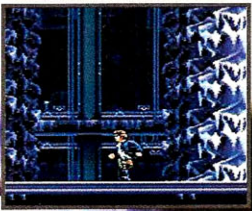
When all else fails, get a password. Volume 56 has four passwords to various stages.

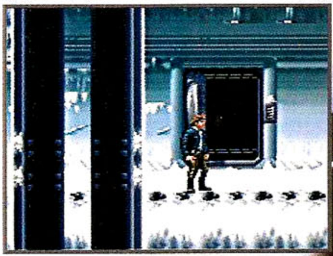
VOLUME 58

Need a code for Special Options? Look in Classified Information, Volume 58, page 48.

I've Fallen and I Can't Get Up

More than one aspiring Jedi has been foiled trying to figure out how to control the moving platforms inside the Rebel Base. Look for these platforms whenever you fall into one of the many pits inside the complex. Press Up or Down on the Control Pad to activate the moving platform. Although some platforms slide left or right, you'll still have to activate the device by pressing Up or Down on the Control Pad. Remember this and you'll never have a problem.

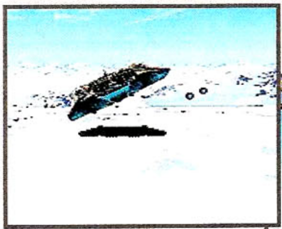


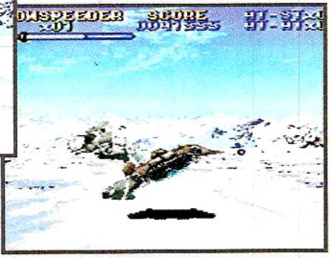


If you've fallen and can't get up, look for a platform to give you a lift. Press Up or Down on the Control Pad to activate the platforms. Even if a platform only moves left or right, you'll still need to press Up or Down on the Control Pad.

Lasso the Walkers on the Planet Surface

Luke Skywalker must fly three snowspeeder sorties against the Imperial Forces invading the Rebel Base before you can progress to the final enemy in this stage. You can use your snowspeeder's blaster on the enemies in the first two missions, but you'll have to hog-tie five ATAT Walkers with your tow cable during the third mission. Fly close to the Walker and press the L or R Button to release your left or right tow cable. Make three or four tight circles around the Walker to drop it to its knees.





If you don't see an ATAT Walker on the screen, fly around in circles until one appears. You'll need to entangle and trip five ATAT Walkers with your tow cable to finish all three of Luke Skywalkers's snowspeeder sorties.

EMPIRE CODES

Even if you're not a true Jedi, these codes will let you play like one! The Ultimate Power code listed in the column below also works on the Super Star Wars: Return of the Jedi game featured on the next page.

SEVEN CONTINUES

Start your game with Seven Continues instead of three!

While on the Start Game screen, press the following button sequence: X, Y, A, B, X, X. If you enter the code correctly, you'll hear a clunky sound.

SKIP TO VADER

Begin the final battle against Darth Vader at full strength!

While on the Start Game screen, press the following button sequence: A, X, B, A, Y, X, B, A, A, X, B, B, Y, X. If you enter the code correctly, you'll hear a musical bleep.

INVINCIBILITY

The Invincibility code will work in all side-scrolling stages.

First, enter the Ultimate Power code listed near the bottom of the page. When you're in a side-scrolling stage, press and hold the Select, A, B, X and Y Buttons on Controller 2. You'll be invincible when you release all five buttons.

INFINITE DETONATORS

Unleash an endless supply of Thermal Detonators on your foes!

On the Start Game screen, enter the button sequence A, X, B, X, X, A, Y. Darth Vader will say "Impressive" if you've done it correctly. Start your game before the Demo sequence begins.

99 LIVES

Begin your game with 99 lives instead of three.

On the Start Game screen, press the following buttons: X, Y, B, B, B, X, A, Y, Y, B, A, X, Y. If you did it correctly, you'll hear Darth Vader say "Impressive." Start your game before the Demo sequence begins.

ULTIMATE POWER

The Ultimate Power code starts you with all Force Powers and unlimited Thermal Bombs.

On the Start Game screen enter the button sequence below. If you do it correctly, Darth Vader will say "Impressive." You must begin the game before the demo starts. A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X.

DEBUG

The Debug Menu code lets you select an area, stage, the number of lives and your character's health and weapon.

Enter the Ultimate Power code, then press the L and R Buttons on Controller 2 to enter the Debug Menu.

VOLUME 59

Volume 59 features the Extra Credits, 99 Lives and Unlimited Force Power codes.

VOLUME 61

Looking for a sound or melody? Check out the Sound Test code in Volume 61, page 56.

VOLUME 86

The Invincibility Code is one of the most popular. Look for it in Volume 86 on page 41.

The Final Battle for Peace In The Galaxy

SUPER STAR WARS RETURN OF THE JEDI™

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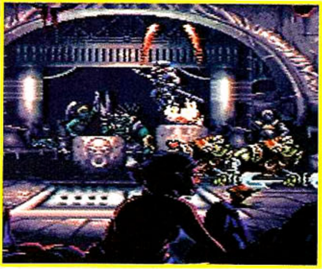
The Best Character

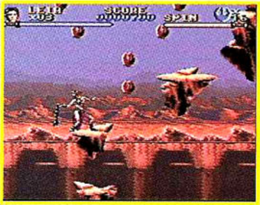
Leia is the most versatile character to use in Return of the Jedi. She appears in three different forms throughout the game, but her Rebel trooper equipment is the best. Leia's speed, leaping attacks and powerful blaster enable her to hold her own against any foe.

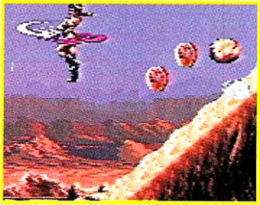


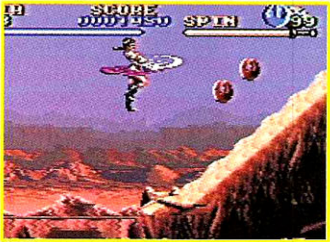
Rebel Leia's fast reflexes, powerful leaps and heavy firepower make her the most versatile and best character in Super Star Wars: Return of the Jedi.

Collect the Jedi Symbols

Hidden throughout each stage in the game are Jedi Symbols. Like coins in the Super Mario game, if you collect 100 Jedi Symbols in Return of the Jedi, you'll earn an extra life. Your Jedi Symbol number is cumulative, so you can carry over your total from stage to stage.



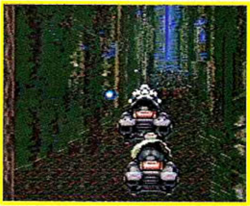




Watch your back whenever you encounter a cluster of Jedi Symbols. A roving monster or a heavily armed Imperial toady might be waiting for you to take a nibble on its tempting bait.

Stump Jumping on Endor

If you're not watching where you're flying, Endor tree bark can take a big bite out of your life line. Dodge the Imperial Stormtroopers and blast them as they fly in front of you. If you can't shoot your foes, try bouncing them into the trees. If you make an effort to collect all the large red hearts that repair your bike's damage, you should clear this stage on your first try.



If you can't shoot the speeding Imperial Stormtroopers, try bouncing them into tree trunks. If you try to collect all the large red hearts in this stage, you'll have no problem reaching the Ewok Village.

Jedi Power

No less than five issues of Nintendo Power Magazine feature articles and codes on the Super Star Wars: Return of the Jedi Game. The most popular tidbit are the is Classified Information codes found in Volume 77.

VOLUME 65

The October, 1994, Pak Watch broke the news on the plans for the Return of the Jedi game.

VOLUME 67

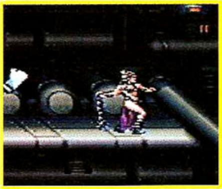
Volume 67 outlines the game's tough spots and maps the desert stages and the Ewok Village.

VOLUME 75

Volume 75 unvailed the Force Power Codes in Classified Information, page 72.

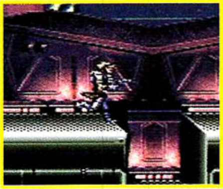
Three Leias in One Game

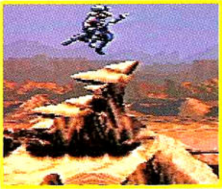
While there are five different characters to choose from in Return of the Jedi, Leia is the only character that has three different appearances. While armed with different weapons in each of her guises, Leia has stunning speed and dexterity that *always remain the same.*



Leia the Hutt

Armed with only a broken chain and very little armor, Leia defend herself with a dazzling spin attack. You might remember seeing Leia in this get up in the movie when she was captured by Jabba the Hutt.





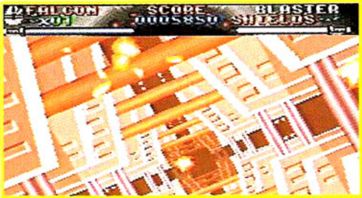
Leia Boushh

Leia donned this bounty hunter disguise to infiltrate Jabba the Hutt's fortress on Tatooine. Her composite spear is extremely effective against monsters, especially when it is combined with her spinning somersault move.

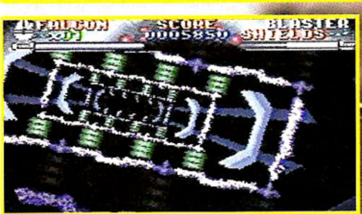
Rebel Leia

Leia is best equipped when she's wearing Rebel body armor. A seasoned veteran, she rarely misses a target with her blaster, and her spinning leaps make any jump easy. Leia uses this outfit while exploring Endor.

On the Edge of the Shockwave



The last stage is a 3-D rotating level. Guide the Millennium Falcon out of the exploding Death Star before you're consumed by the blast. Hold the B Button throughout the entire stage and use the L and R Buttons to twist through the narrowest gaps.



Put the pedal to the Millennium metal to escape the detonating Death Star at the end of the game. Press and hold the B Button throughout the stage.

VOLUME 77

The 99 Lives, Unlimited Thermals and Debug Menu codes were released for the first time in Volume 77.

VOLUME 80

Power printed exclusive passwords for Endor, the Space Battle and other stages in Volume 80.

JEDI CODES

Super Star Wars: Return of the Jedi is one of the most challenging games ever made for the Super NES. Even if you're not a Jedi warrior, you can tilt the odds in your favor with one of the cool codes listed below.

99 LIVES

Start the game with 99 chances to win!

The first time the Start Game screen appears, press the following button sequence on Controller 1: X, X, B, A, Y and Start. If the code doesn't work, turn the power off before trying again.

INFINITE DETONATORS

This code supplies you with unlimited Thermal Detonators.

The first time the Start Game screen appears, enter the following button sequence on Controller 1: B, X, B, X, B, X, B, B, B, Y. Press the X Button during the game to use a Thermal Detonator. If the code doesn't work, turn the power off before trying again.

EXTRA CONTINUES

Add up to seven extra continues using the Extra Continues code.

The first time the Start Game screen appears, press the following button sequence on Controller 1: A, B, A, Y, A, X. If the code doesn't work, turn the power off before trying again.

DEBUG MENU

The Debug Menu code lets you skip stages, add extra lives or modify your character, weapon or health.

The first time that the Start Game screen appears, press and hold the L and R Buttons on Controller 2, then press the following button sequence on Controller 1: A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X and Y. Now start the game. When you want to access the Debug Menu, press the L and R Buttons on Controller 2.

INVINCIBILITY

The Invincibility code works only on the side-scrolling stages.

Enter the Debug Menu code, then use the Controller 2 and press and release the Select, A, B, X and Y Buttons all at the same time.

Kemco's classic Super NES auto racing game is revving up for rerelease! Although it may not have the flashy graphics of more contemporary racing games, its unique features and long play value help it withstand the test of time.

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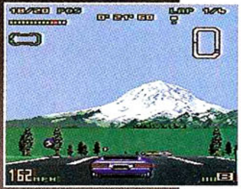
Gremlin Graphics
Software Ltd.

TOP GEAR 3000

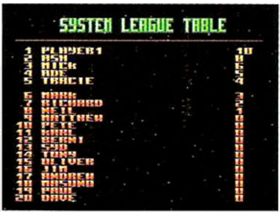
A Galaxy of Courses



While there aren't quite as many courses as there are stars in the heavens, Top Gear 3000 does have a ton of variety. There are so many tracks, you'll easily spend hours racing because of the sheer number of courses! Throw in the added challenge of needing to win races to earn credits to upgrade your car, and you'll find that the game offers much longer play value than it appears at first glance. Those who search well will also be rewarded, because many of the game's several dozen tracks have shortcuts and hidden bonus items.

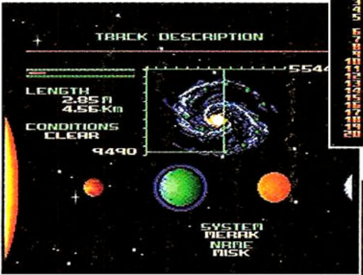
Futuristic Formula

Even though your car might look like some kind of generic, European made, high-performance sports car, it is actually supposed to be a futuristic, high powered vehicle. During your career as a Top Gear racer, you'll trek from planet to planet to go up against other interstellar racing aficionados. Along the way you'll earn credits to buy additional souped-up parts for your car, including better engines (a must) and other gadgets. These devices add to the dynamics of the race, and purchasing the correct upgrades adds a lot of strategy to the Championship season. You'll have to place first in most of the early races to earn enough credits to have any chance in the later races.



SYSTEM LEAGUE TABLE

1	PLAYER1	10
2	ASH	8
3	MICK	6
4	ADE	5
5	TRACIE	4
6	MARK	3
7	RICHARD	2
8	NEIL	1
9	MATTHEW	0
10	PETE	0
11	KARL	0
12	BERNI	0
13	SYD	0
14	TONY	0
15	OLIVER	0
16	JIM	0
17	ANDREW	0
18	MASUND	0
19	PAUL	0
20	DAVE	0



TRACK DESCRIPTION

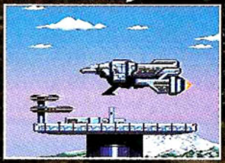
LENGTH
2.85 M
4.56 Km

CONDITIONS
CLEAR

SYSTEM
MERAK

NAME
MISK

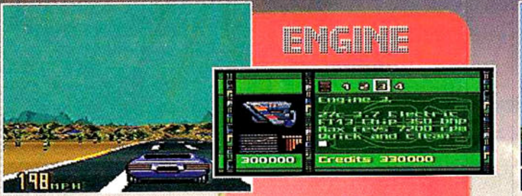
As you progress, the tracks become more challenging. But remember, your opponents are upgrading too!



Expensive Upgrades

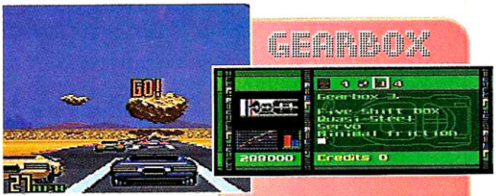
In order to stay competitive on the intergalactic circuit, you've got to spend your winnings to improve your car. Some of these improvements are expensive, but you'll need the best to be the best! Upgrade your Engine, Gearbox and Boost first, and skip the Attractor, Armor and Jump items until you have loads of extra credits.

ENGINE


198 MPH
1 2 3 4
Engine 3
Max revs 7200 rpm
Quick and clean
300000
Credits 330000

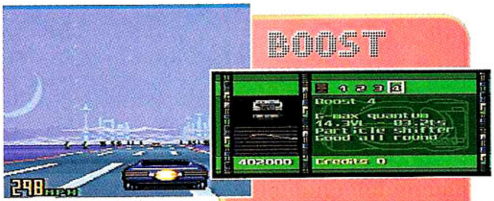
A better Engine will give your car a higher top speed. This is the most essential upgrade.

GEARBOX

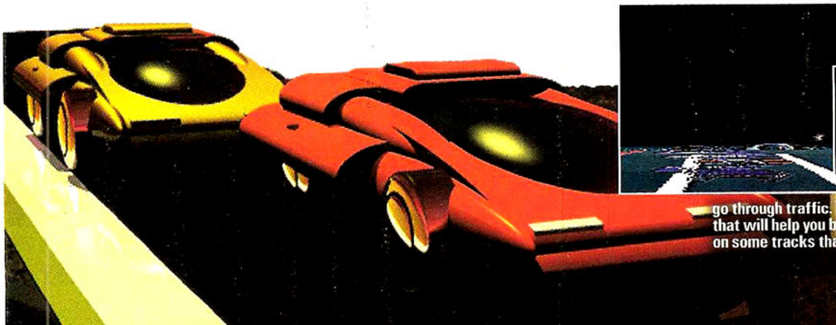

GO!
27 MPH
1 2 3 4
Gearbox 3
Five shift box
Quasi-Steel
Servo
Minimal friction
288000
Credits 0

Improve your Gearbox for faster acceleration. Press the accelerator button when the word GO! appears for best results off the starting line.

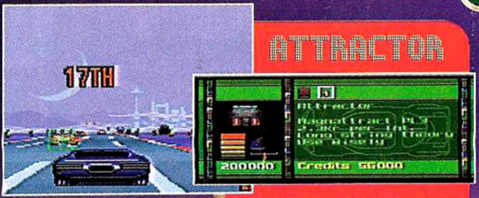
BOOST


298 MPH
1 2 3 4
Boost 4
Particle shifter
Good all round
402000
Credits 0

The Boost item will give you a short speed boost. You get a limited number of boosts per race depending on your level of Boost upgrade. Yellow arrows on the track also give you a speed boost when you drive over them.

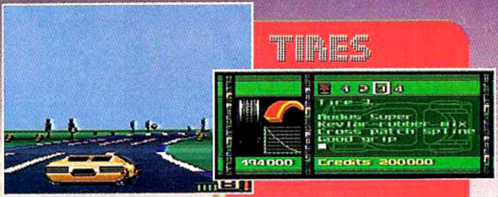


ATTRACTOR


17TH
1
Attractor
Use wisely
200000
Credits 56000

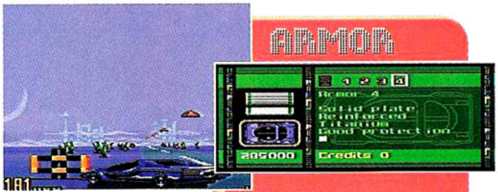
Use the Attractor item to "draft" behind the car in front of you. This doesn't seem to help you very much.

TIRES


1 2 3 4
Tire 3
Modus Super
Kevlar-rubber mix
Cross patch spline
Good grip
194000
Credits 200000

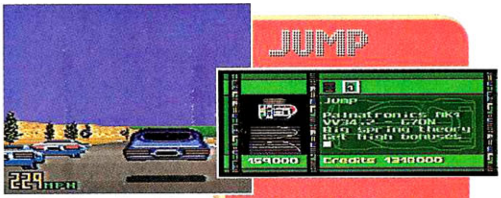
Better Tires will improve your cornering, which is particularly helpful on the winding tracks later in the game.

ARMOR


181
1 2 3 4
Armor 4
Solid plate
Reinforced
Titanium
Good protection
285000
Credits 0

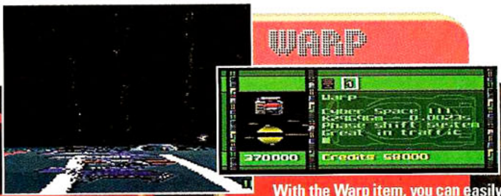
Reinforce the body of your car so you won't take as much damage when you collide with other cars or obstacles. If you take too much damage, it will adversely affect your car's performance.

JUMP


229 MPH
1
Jump
Palnatronics MK1
Big spring theory
Get high bonuses
159000
Credits 1310000

The Jump item will make it easier for you to collect the Bonus globes that float above the track. You can also jump over cars or obstacles in your path. Look out for ramps on the track that will let you catch air without the Jump item.

WARP

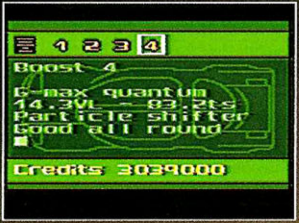

1
Warp
Cyber Space III
Phase shift system
Great in traffic
370000
Credits 58000

With the Warp item, you can easily go through traffic. You'll disappear temporarily and get a boost that will help you bypass the pack. There are also Warp spots on some tracks that will warp you ahead in the race.

Top Passwords

Cheaters do prosper in Top Gear 3000. There are several password codes for this game that will start you out with extra items or credits. Having all the upgrades from the beginning will get your racing career off to a great start, but it won't guarantee you success!

CREDIT JACKPOT!



1 2 3 4
Boost 4

G-max quantum
14.3VL - 83.2ts
Particle shifter
Good all round

Credits 3039000

Enter BBBB BBBB BBBB BBBB BBBB B as your password and you'll start the game in Merak with $3,039,000.

ALL ITEMS

Enter MICKSMELANIE as your password and you'll start with the Jump, Attractor and Warp items.

ALWAYS QUALIFIED

RACE OVER!
185 MPH

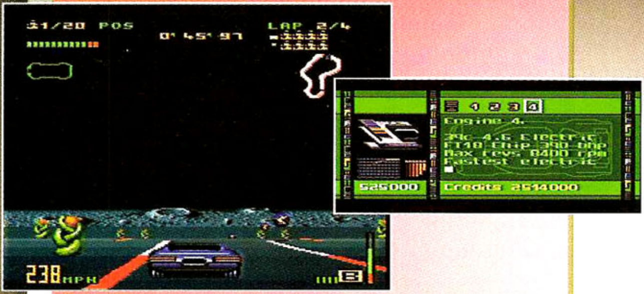
Use MICK4CLAUDIA as your password and you'll automatically qualify for the next race, even if you do poorly.

Championship Mode

TRACK DESCRIPTION
LENGTH
2.85M
4.56KM
CONDITIONS
CLEAR
SYSTEM
MERAK
NAME
RISK

In the Championship mode, you'll race against 19 computer controlled racers through leagues based on several different planetary systems. As you race, you'll earn credits to upgrade your car. Your goal is to make it to the galactic core and ultimate victory!

UNDERSTAND THE NEED FOR SPEED


21/20 POS
LAP 2/4
238 MPH

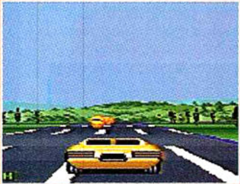
1 2 3 4
Engine 4.

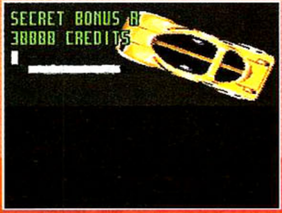
39c 4.6 Electric
FT10 Chip 390 bhp
Max revs 8400 rpm
Fastest electric

525000
Credits 2514000

In a racing game, speed is good. Therefore, you'll want to upgrade your engine first, as this will give you a higher top speed.

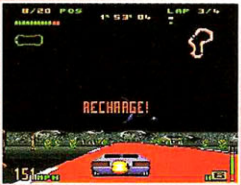
GRAB THE BONUS

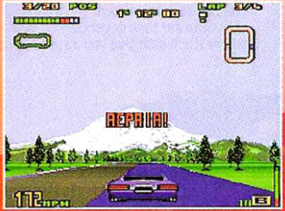



SECRET BONUS A
30000 CREDITS

As you race around the track, don't miss any of the yellow globes. These will give you valuable bonus credits or power-ups, such as an extra boost.

RECHARGE AND REPAIR


8/20 POS
LAP 3/4
RECHARGE!
151 MPH

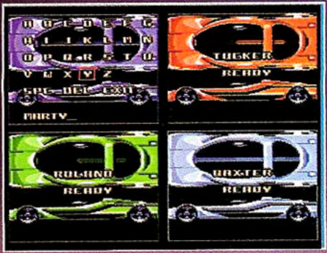

3/20 POS
LAP 3/4
REPAIR!
172 MPH

The red strips of road recharge your batteries and the blue strips repair damage. Drained batteries and excessive damage will severely hinder your car's performance. Use your Booster to recharge.

VS. Mode

TOP GEAR 3000
1 PLAYER
2 PLAYERS
3 PLAYERS
4 PLAYERS
EXIT

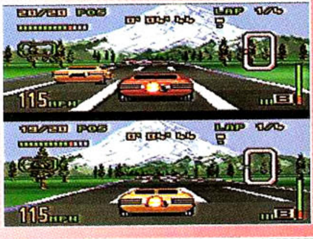
One of the coolest features of Top Gear 3000 is that it has multi-player modes. You can play with two to four human players (you'll need a Multi-Tap to play with three or four players). The four-way split screen isn't as much of a handicap as you might think, since most of the action is focused in a small area.

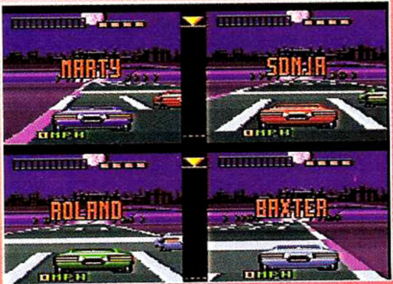

A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z
SPC DEL EXIT
MARTY_
TUCKER
READY
ROLAND
READY
BAXTER
READY

2 & 4 PLAYER

AGAINST HUMANS

You can play against up to three friends in the VS. Mode. There are four different cars to choose from, each with slightly different characteristics. Choose wisely since there are no upgrades in the VS. Mode. The four cars are: The Cheetah, which has high acceleration but low max speed and only medium boost; The Demon, with high acceleration, medium max speed and low boost; The Phantom, with medium acceleration, low max speed and high boost; and The Pegasus, with low acceleration, high max speed and medium boost.

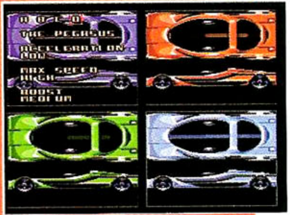

20/20 POS
LAP 1/6
115 MPH
10/20 POS
LAP 1/6
115 MPH

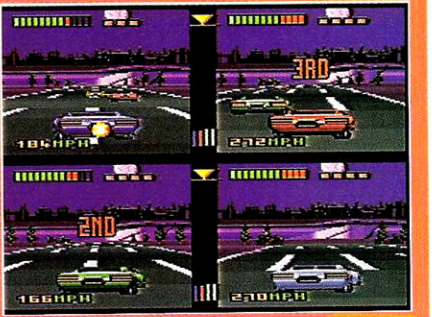

MARTY
SONJA
ROLAND
BAXTER
0MPH
0MPH
0MPH
0MPH

VS. COMPUTER

AGAINST THE COMPUTER

You can also play in the four player mode against one to three computer-controlled racers. Again, you can choose from four different cars, and there are no upgrades. Without upgrades, the game becomes a pure test of racing skill. Probably because there are only four cars on the track, the computer opponent seems a little more skilled in this mode. Still, if you want to race against the computer, the Championship mode is better because it has more depth.


THE PEGASUS
ACCELERATION
LOW
MAX SPEED
HIGH
BOOST
MEDIUM
READY


184MPH
3RD
272MPH
2ND
166MPH
270MPH

TRACK DESCRIPTION
5544
LENGTH
4.28M
6.85KM
CONDITIONS
LOW OXYGEN
9490
SYSTEM
NAME

THE KING OF FIGHTERS '95™

The rematch of the decade is about to begin, featuring the best martial arts experts from around the world. Join in the team battles or one-on-one elimination based on Takara's classic fighter. Long live the king!

WELCOME COMBATANTS!

Step up and enter the tournament! Fifteen fighters from around the globe enter the arena to vie for ultimate victory in Nintendo's Game Boy version of King of Fighters '95. For true fist-to-fist fun, one or two players can battle it out on their Game Boys using a Game Link, or they can go head-to-head on the Super NES using a Super Game Boy. With 15 challengers, the game offers a good mix of characters and fighting styles. You can pick one combatant to take on all the other fighters, or you can opt for a group of three contestants to face your fearsome rivals in tag team fashion. Either way, to win this year's tournament, you'll have to defeat the contest's evil organizer, Omega Rugal, and his brainwashed sidekick before you'll be able to call yourself the true King of Fighters!

THE KING OF Fighters '95
TM

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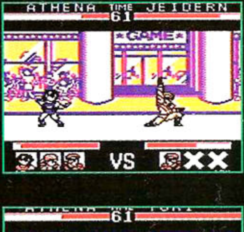
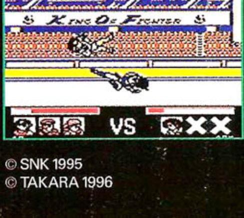
LICENSED TO NINTENDO

There's no tea time for me.
Let's go!





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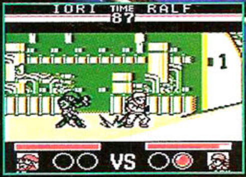
Face Off

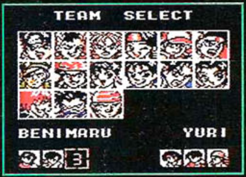
There are four different ways to play King of Fighters '95, two for single players and another two for those who want to fight it out with a friend.

Single Fighter



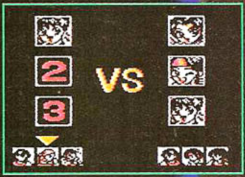
In this mode a single combatant takes on all 15 fighters, including a double, one-by-one in a best of three bouts series before taking on Rugal's henchman and the fiendish Rugal himself!

Team Attack



This option lets you pick a three-fighter team to pit against the teams picked by the computer. You'll keep playing until all your teammates have fallen or until you've defeated all the other fighters.

Player vs. Player



You can't determine the winner of the overall tournament in the two-player modes, but you can have terrific single matches between combatants or between two three-fighter teams.

Battle Basics

Every character in King of Fighters '95 comes complete with a unique set of special moves, but there are some common maneuvers that they all will use to do battle. You may not be able to take the tournament by using only this list of moves, but some of them can come in handy on your way to capturing the crown.

Throw ←→ + B or A

A throw can do some damage, but it won't work unless your character is very close to the other combatant.

Dash →→ or ←←

Your character can quickly dash forward to take on a fighter and then dash back to avoid enemy attacks.

Dodge AB Simultaneously

By dodging, your character can avoid most enemy attacks, with the major exception of throwing maneuvers.

Provoke Select

Provoking allows you to lower your opponent's power meter for a moment, unless it's at maximum. It's a risky move, though, because it leaves you open for attack.

Strike → + AB

You can simply strike your opponent in a standing position, or you can jump and strike for an aerial attack.

Counterattack A or B (while dodging)

If your enemy has you pinned down with punches, just dodge and use a counterattack to get back in the game.

Saving Power ↓ + AB

This ability lets you store up energy so that your attacks do more damage and so you can perform Super Special Moves.

Super Special Move (SSM)

All fighters can use Super Special Moves once their power meters reach maximum, but some characters' special moves are much easier to perform than others.

Fighters!

While every one of the 15 contestants in King of Fighters '95 is different, some share a common style of martial arts and many even belong to the same clan. Family rivalry has never been this interesting!

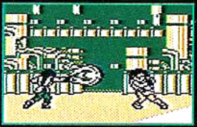
Joe Higashi

This unsurpassed master of Thai boxing is planning to win every bout with his unique blend of speed and versatile technique. He's a perfect pick for players who like a fighter who can brawl with finesse.

Hurricane Upper	← ↙ ↓ ↘ → +B
Slash Kick	↙ ↗ +A
Tiger Kick	↓ ↘ → ↗ +A
TNT Punch	A Repeatedly
Golden Heel Hurter	↓ ↙ ← +A
Screw Upper	→ ← ← ↙ → +B

SSM

Yuri Sakazaki



Not only is Yuri well-studied in a form of the Kyokugen School of Karate that's exclusively for women, she's also Ryo Sakazaki's little sister! Ready for a serious sibling squabble?

Tiger Flame Punch	↓ ↘ → +B
Saiha	↓ ↙ ← +B
Raioh-Ken	↓ ↘ → +A
Hundred Blows	→ ↘ ↓ ↙ → +B
Yuri Super Upper	→ ↘ ↓ ↙ → +B
Haoh Shoko-Ken	→ ← ↙ ↓ ↘ → +B
Flying Phoenix Kick	→ ← → ↘ ↓ ↙ ← +A

SSM

Jeidern

Being the Supreme Commander of a band of mercenaries (he's actually Ralf's boss), Jeidern has been known to strike a pompous pose while in battle.

Moon Slasher	↓Charge ↑+B
Cross Cutter	←Charge →+B
Neck Roller	↓Charge ↑+A
Storm Bringer	→ ↘ ↓ ↙ ← +B
Final Bringer	↓Charge ↓ ↑ +A

SSM

Kim Kaphwan

A teacher of the beautiful art of Tae Kwan Doe, Kim Kaphwan is determined to show the other participants in the tournament that his style is finer, faster, and more powerful than any other fighting method.

Cresent Moon Slash	↓ ↙ ← +A
Flying Slice	↓Charge ↑+A
Flying Kick	Jump+ ↓ ↘ → +A
Comet Cruncher	←Charge →+A
Phoenix Flattener	↓ ↙ ← ↙ → +A

SSM

Benimaru Nikaido

One of the toughest in the tournament, Nikaido is hoping to use his fierce kicking technique to knock all the other contestants (especially his close friend and rival, Kyo Kusanagi) out of the competition.

Lightning Fist	→ ↓ ↘ +B
Shinku Katategoma	→ ↘ ↓ ↙ ← +A
Iaido Kick	↓ ↘ → +A Light Kick
Triple Resist Kick	↓ ↘ → +A Strong Kick
Super Lightning Kick	↓ ↑ +A
Heaven Blast Flash	↓ ↘ → ↓ ↘ +B

SSM

Billy Cane

One of the few fighters who wields a weapon, Billy Cane has brought his big stick to this battle for the sole purpose of pummeling his bitter enemy, Terry Bogard. Here's a great grudge match in the making!

Club Twist	B Repeatedly
Sparrow Drop	↓ ↙ ← ↖ +B
Club Blow	← ↙ ↓ ↘ → +B
Super Power Club	↙ ↓ ↘ → +A
Flaming Hurricane	↓ ↘ → ↘ ↓ ↙ ← +B

SSM

Athena Asamiya

Athena Asamlya may be the youngest competitor in the battle, but because of her superhuman abilities, she's also one of the best. She has entered only to defeat the evil force that's behind this fight.

Psycho Ball Attack	↓ ↙ ← +B
Psycho Reflector	← ↙ ↓ ↘ → +A
Phoenix Arrow	Jump+ ↓ ↘ → +B
Psycho Sword	→ ↓ ↘ +B
Shining Crystal Bit	← → ↘ ↓ ↙ ← +A

SSM

Sie Kensou

Sie Kensou has studied psychic combat alongside the super-powered Athena Asamlya, but, unfortunately, he's under the mistaken impression that this gifted female fighter is his girlfriend!

Super Bullet Attack	↓↙←+B
Dragon Uppercut	←↓↙+A
Dragon's Fang	←↓↙+A
Dragon Talon Tear	←↙↓↘→+B
SSM Dragon God Drubbing	↓↘→←→+A

Terry Bogard

Terry Bogard is a brash but finely-skilled fighter who, despite having mastered the martial arts, still enjoys a good barroom brawl. Rather than winning for glory, he really just wants to make mincemeat out of his enemies.

Burning Knuckles	↓↙←+B
Power Wave	↓↘→+B
Raising Tackle	↓Charge↑+B
Crack Shot	↓↙←↖+A
Power Dunk	→↓↘+A
SSM Power Geyser	↓↙←↙→+B

Ralf

KING OF FIGHTER

Ralf may have a simple name, but his power is anything but simple. If you want to ensure a win, set the game on the easy mode and use Ralf's Vulcan Punch to pummel your opponents!

Vulcan Punch	B Repeatedly
Gatling Attack	← Charge→+B
Super Argentine Back Breaker	←↙↓↘→+A
Blitzkrieg Punch	↓Charge↑+B
SSM Super Vulcan Punch	↙Charge←→+B

Ryo Sakazaki

Yuri's big brother likes to go by the moniker "Invincible Dragon," and like his little sister, he's studied the Kyokugen style of karate. Let's see which one has been the better student!

Tiger Flame Punch	↓↘→+B
Lightning Legs Knockout Kick	↓Charge ↑+A
Koho	→↓↘+B
Haoho Shokoh-Ken	→←↙↓↘→+B
Zanretsu-Ken	→↘↓↙→+B
Jumping Tiger Flame Punch	Jump+↓↘→+B
Kyokugen Kick Dance	→↘↓↙→+B
SSM Ryuko Ranbu	↓↘→↘↓↙←+B

Mai Shiranui

Possibly the best female ninja in Japan, Mai Shiranui has a long list of unique and stylish moves that make her one of the most graceful fighters in the tournament. The Super Deadly Ninja Bees is especially dazzling!

Kachosen	↓↘→+B
Ryu-enbu	↓↙←+B
Deadly Ninja Bees	→↙↓↘→+A
Flying Squirrel Dance	↓Charge↑+B
Flying Squirrel Dance	Jump+↓↙←+B
Flying Dragon Blast	→↓↘+A
SSM Super Deadly Ninja Bees	→↙→+A

Iori Yagami

Although the Yagami and Kusanagi clans were once close allies, for over 600 years they've been nothing but bitter enemies. Iori would like nothing more than to best Kyo Kusanagi in battle and prove that his family's fighting style is superior.

Dark Thrust	↓↘→+B
Fire Ball	→↓↘+B
Deadly Flower	↓↙←+B
Dark Crescent Slice	→↘↓↙←+A
SSM Maiden Masher	↓↙←↙↓↘↓+B

Kyo Kusanagi

Kyo became the leader of his family's school of karate when his father was beaten by Rugal. By mixing martial arts and fire manipulation, Kyo wants to win the tournament so he can finally defeat this fiend. Unfortunately, he'll first have to fight his father!

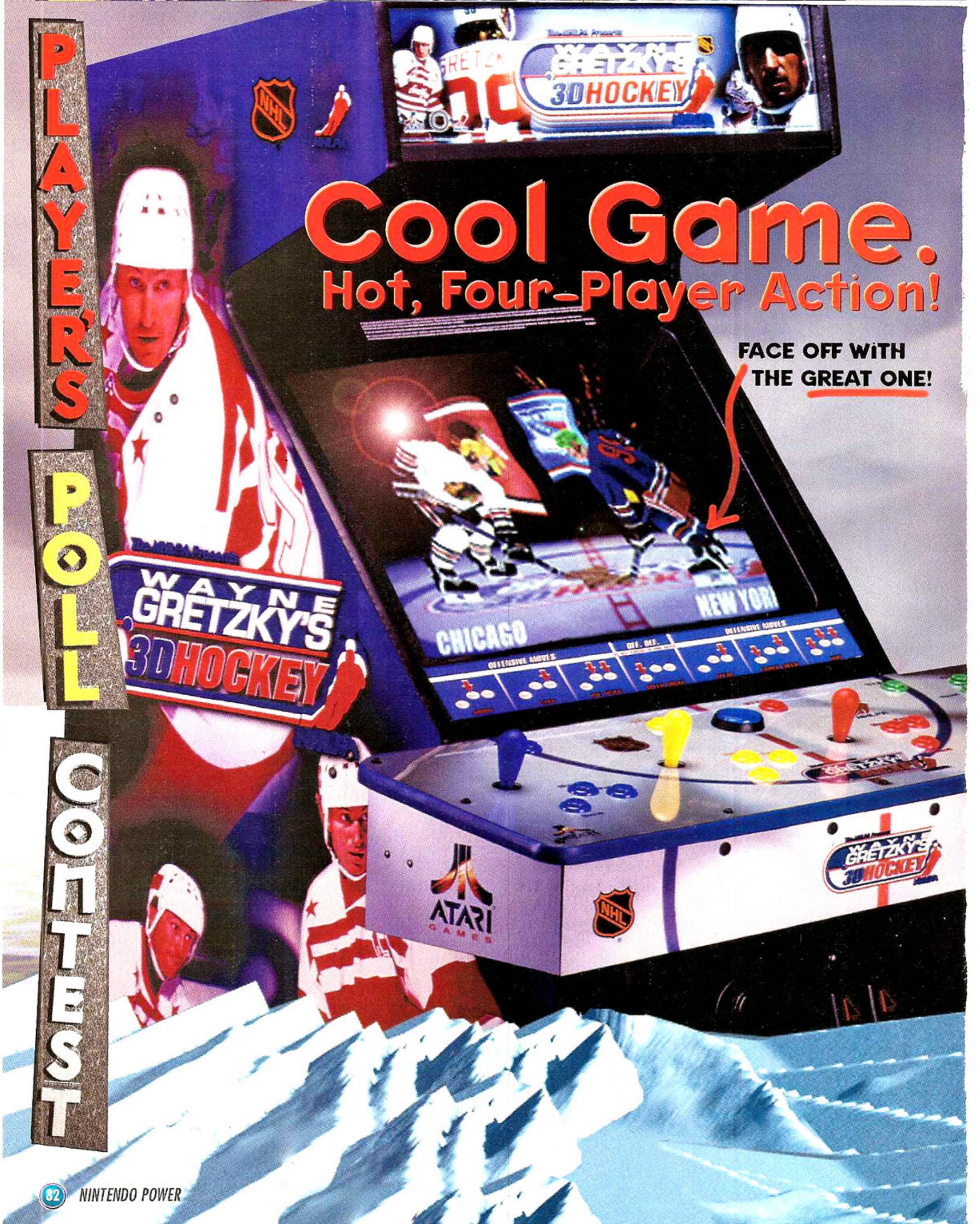
Dark Thrust	↓↘→+B
Fire Ball	→↓↘+B
Spinning Kick	←↓↙+A
Crescent Slash	→↘↓↙←+A
New Wave Smash	↓↘→+A
SSM Serpent Wave	↓↙←↙↓↘→+B

Eiji Kisaragi

Last, but definitely not least, Eiji Kisaragi would like to be known as the best ninja in the world. This masked and mighty marvel is just the fighter for players who like a lot of moves and aerial action.

Spirit Blast	↓↘→+B
Shadow Slicer	←↙↓↘→+B
Stallion Kick	↓↙←↖+A
Mist Slash	↓↙←+B
Born Slicer	→↘↓↙←+A
Zantetsuha	↓↘→↘↓↙←+B
Shadow Attack	↓↘→+A
SSM Mantis Punch	←↙↓↘→↘↓+A

PLAYER'S POLL CONTEST



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ATARI
GAMES

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Address ______________________ Membership No. |_|_|_|_|_|_|_|_|_|–|_|

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( ) ____________ Telephone No.

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?

1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. Are you a subscriber to Nintendo Power?
1. Yes 2. No

H. Did you find the subscribers-only N64 Power Tips booklet useful?
1. Yes 2. No
3. I didn't receive the booklet.

I. Which cover did your January issue of Nintendo Power have?
1. Dash Rendar 2. Stormtrooper 3. Boba Fett
4. IG-88 5. I didn't get the January Issue

J. Do you like the idea of having multiple covers, with some being rarer than others?
1. Yes 2. No 3. I don't care

K. Which cover did you like best?
1. Boba Fett 2. Stormtrooper 3. Dash Rendar
4. IG-88 5. I didn't see all the covers

L. Which of the following re-designed columns do you like the most?
1. Power Charts 2. Counselors' Corner 3. Arena
4. Player's Poll Contest 5. Now Playing 6. Pak Watch

Trivia Question: In (*Star Wars: Shadows of the Empire*), how many challenge points are in *Escape from Echo Base*?

Answer: ______________________

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REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than March 1, 1997. We are not responsible for lost or misdirected mail. On or about March 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after March 31, 1997.

GRAND PRIZE: The Grand Prize Winner will receive The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey arcade game, a Wayne Gretzky's 3-D Hockey Game Pak for the N64, an N64 and three additional N64 controllers in the colors of his or her choice, and four Controller Paks. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

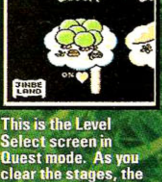
MOLE MANIA™

© Nintendo 1996

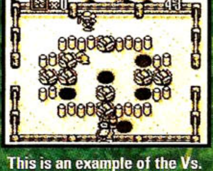
Holey moley! Muddy Mole's entire family has been abducted by that malevolent mole-napper, Jinbe! It's a terrible predicament for the mild-mannered mammals, but the scene is set for the most challenging puzzle-action game since the Adventures of Lolo series for the NES. As Muddy Mole, you must use your sharp sense and expert mole hole-digging ability to clear the many rooms that stand between you and your anxious family. Time's running out—dig in!

QUEST MODE OR VS. MODE?

Choose Quest mode when playing solo, or set up the Game Link and select Vs. mode for exciting two-player action. In Quest mode, the object is to make your way through the mazes in each of eight stages. There is an automatic Save feature and unlimited Continues. In Vs. mode, you and your opponent can choose the room and skill level. You each take turns in the roles of Muddy Mole and the Farmer. The goal is to smack the other player with Cabbages and the Axe while evading your opponent's hits.



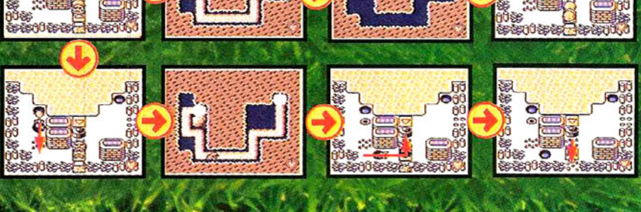
This is the Level Select screen in Quest mode. As you clear the stages, the upper stages open up to you.



This is an example of the Vs. mode screen. It's the classic battle of the Farmer against the hole-making mole!

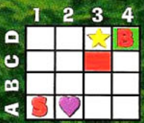
GOING DOWN UNDER

The object of Mole Mania is to use the Black Ball to destroy the wall blocking the exit. That's not as easy as it sounds, though, because obstacles and enemies will prevent you from reaching some areas. When blocked, you can dig to go underground then resurface in another place. Choose your digging spots carefully, though. A poorly placed hole can cause problems later when you're trying to move objects. The red lines on the photos show the path for moving the Black Ball; blue lines show where to move other objects.



STAGE ONE

Stage One gives amateur puzzle players a taste of the challenges which lie ahead. Pay attention to all of the signs along the way–they contain helpful hints. The Stars on each map indicate a Bonus Room. You'll be a true mole master in no time!



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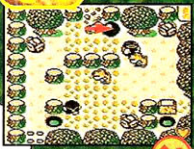
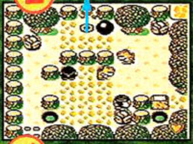
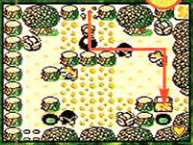


Push the Black Ball one space to the right. There is a space above that will be useful in clearing the room.

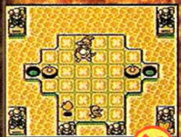


Replace the Black Ball and push it into that space from below. Stand under the Black Ball and throw it over your head.

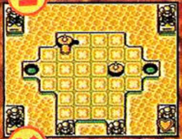


You are now in position to maneuver the Black Ball to the right and then down to open the door. Beware of the enemies!

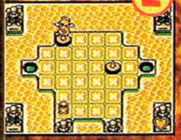
KANGAROON



Kangaroon, the Stage One Boss, has one soft spot—it's his posterior! Keep this weakness in mind when you battle him.



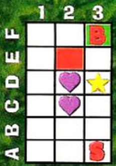
When Kangaroon gets jumpy, pay attention to his shadow. Position the Spike blocks on the shadow spots.



Ouch! Three pokes is enough to put Kangaroon out of business, but you have to keep moving those spikes.

STAGE TWO

A new obstacle debuts in Stage Two: the floor spikes. You can push objects onto and throw objects over the spikes, but Muddy Mole has no tennis shoes, so walking on the spikes is not possible. You'll have to find another way around.



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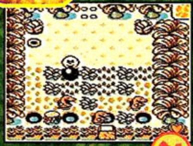
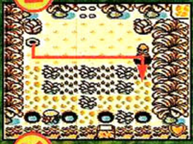
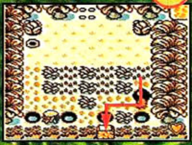


Eliminate all the enemies in the room with the Black Ball. If it falls into a hole, it will reappear in the upper left.

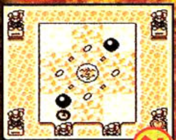


Once you're free of distractions, push the Black Ball all the way to the right and down one space onto the spikes.

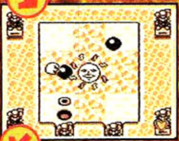


Pull the ball down two spaces, then get on its left side and flip it over your head. The ball will now be in line with the door.

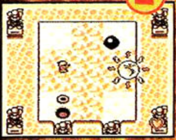
GOOD DAY SUNSHINE



When Sundes gets angry, duck and cover underground. When he cools off, push the lower Black Ball up two spaces.



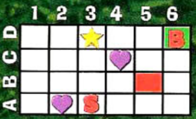
Line up a shot and let him have it! If you connect, he'll start bouncing around. The idea is to knock him into the drink.



Repeat this process until you've pushed Sundes into the water for a swim. This will cool him off for good.

STAGE THREE

Stage Three contains a new object, the heavy Weight. Push these weights thoughtfully, because Muddy Mole isn't quite mole enough to pull them the way he can pull the Black Balls and the Barrels.



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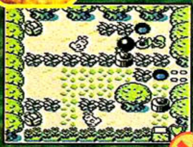
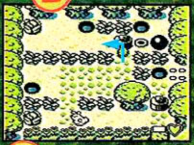
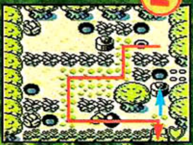
B-5



From the upper right hole, use the Black Ball to eliminate the Rabbit, then roll the ball over to the right wall.

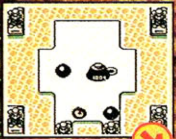


Dig a tunnel from the top center to the left edge. Push the pin up. Go through the upper right hole and push the pin left one space.

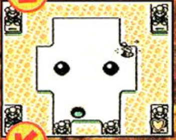


Push the bottom pin up one space. The path to the door will now be clear.

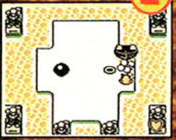
FUN WITH FUNTON



Stay underground when Funton is moving around, but come topside as soon as he jumps. Watch closely for his shadow.



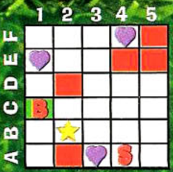
Dig holes in the places his shadow appears, and if you're lucky, he'll fall right in and be head-over-heels.



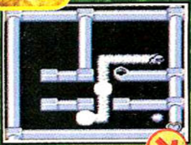
While Funton's stuck, hit him with the Black Balls three times. The only spinning he'll be doing will be in his grave.

STAGE FOUR

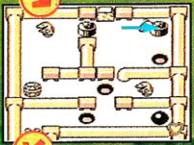
Stage Four, Pipe Land, contain Barrels, new objects that will help, and sometimes hinder, your progress. You can push, pull and throw them. Once they fall down a hole, though, they are there for good. Stuck Barrels block underground passages, so look before you toss.



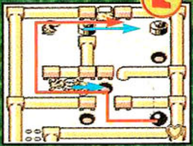
E-5



Go underground and come up as shown. Push the Weight right and into the upper right corner.

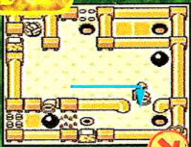


Come around to the left side and push the second Weight to the right next to the other one.

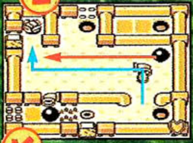


Push the Barrel into the hole and take the Black Ball to the exit. Dig extra holes, as the Barrel blocks the underground path.

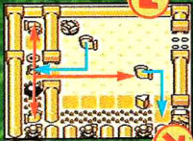
D-2



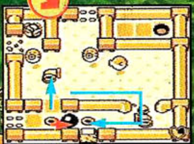
Dig a hole under the entrance and move the cabbage. Now push the Elbow Pipe over to the right as shown.



Move the Elbow Pipe to the upper left door and throw the Black Ball through it. Push the Pipe up and walk through the door.

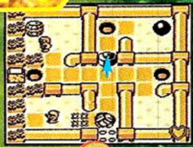


Throw the Black Ball down and quickly move out of the way. Move the right Elbow Pipe to the lower right corner.

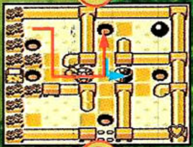


Wait for the ball, then push the Elbow Pipe left into its path. Open the door and complete the room as shown.

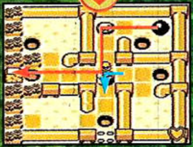
F-5



Push the center Weight up one square, then go to the upper left corner and take out the Asons with the Barrel.

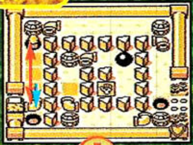


Slide the Weight down and to the right one space. Push the Barrel from the upper left to fill the top center hole.

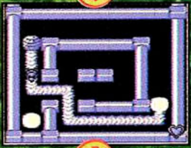


Shove the Weight left and down one space to clear the way for the Black Ball to be maneuvered to the door.

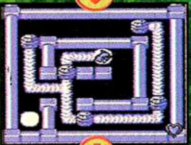
A-2



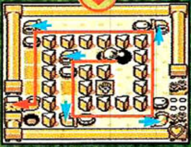
Push the Elbow Pipe to the door. Throw the upper left Barrel down, then go under and move to the upper right before the hole is filled.



Come up to the left of the upper right Barrel. Push the Elbow Pipe left into the corner and throw the Barrel left.

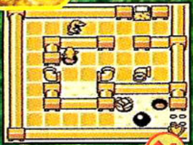


Go under and move to the lower right before the Barrel comes back and fills in the hole.

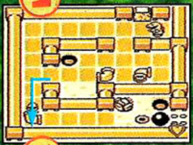


Repeat this process around the room clockwise. When you reach the Black Ball, throw it left through the Pipes to the door.

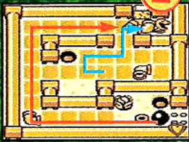
D-3



First, eliminate both enemies with the Black Ball. Dig the hole as shown and come up in the upper left.

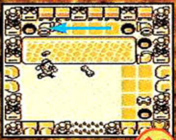


Next, maneuver the left Elbow Pipe to the bottom left corner. Remember that Elbow Pipes can only be pushed, not pulled.

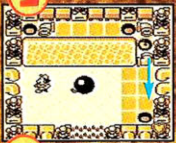


Place the other Elbow Pipe in front of the door exactly as shown on the map, and throw the Black Ball to the left.

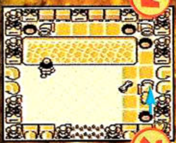
THE MAD WRENCHER



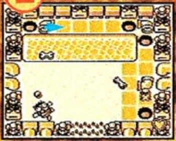
Enter the tunnels immediately and come up along the top. Move the top Elbow Pipe so it lines up with the Mad Wrencher.



Move the right Elbow Pipe to catch the flying wrenches. They'll flow through the pipes and hit the Mad Wrencher.



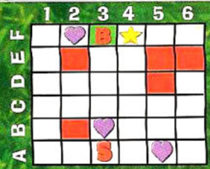
Keep moving the pipes to direct the Wrencher's projectiles back at him. When a bomb appears, duck underground.



Three tastes of his own medicine will be enough to foil the Wrencher's plan, but don't get caught in the crossfire!

STAGE FIVE

Stage Five, Ice Land, is the frozen home of Big Mama and her evil offspring. Be prepared for the new Arrow. Muddy Mole can walk on them without a problem, but any object that is placed on one of these panels will immediately shoot in the direction indicated.



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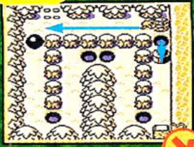
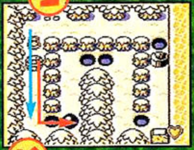
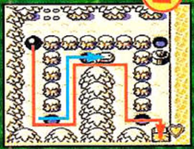


Toss the barrel over your head to the left. Push the Weight down one space and then dig a hole above it.

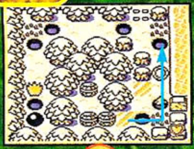


Move ball and then the barrel to the positions shown. Throw the ball down a hole so that it appears back in its original place.

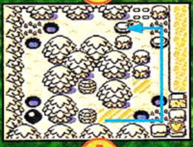


Fill the right center hole with the Barrel and move the Ball to the door. Come up below the Weight to push the Ball through.

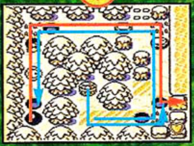
B-2



Fill the top right hole with the bottom right Barrel. Fill the hole to the left of the spikes with the next Barrel.

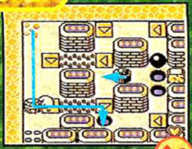


Fill in the lower left hole with the third Barrel, and fill the hole in front of the door with the remaining Barrel.

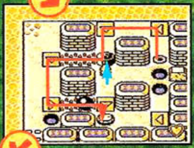


Bring the Ball around to the door. Be careful not to throw the Barrels inadvertently, or you'll plug a hole by mistake.

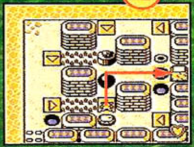
D-5



Push the Weight left to the space below the Down Arrow. Shove the Barrel down and throw it right across the spikes.

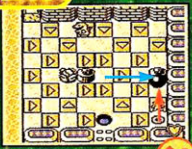


Slide the Black Ball up. When the ball passes the Left Arrow in the center, push the Weight up onto the Left Arrow.

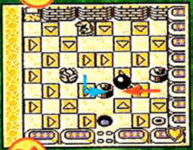


Throw the Black Ball upward and then to the right to open the door.

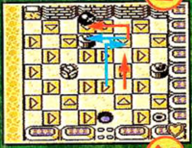
E-5



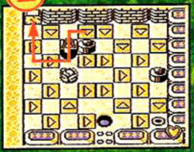
Slide the Cabbage one space to the right. Move the right Weight to the wall and roll the Black Ball to the space below it.



Move the other Weight onto the square shown. Throw the Black Ball left so that it comes to rest to the right of the Weight.

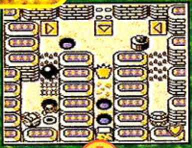


Move the left Weight up and right onto the Down Arrow. Stand above the Ball and throw it up, then move the Weight two spaces left.

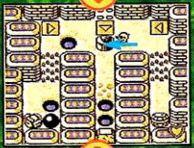


Throw the Ball up one space, then from its left, throw it left. Push it one space left and pass it over the Arrows to the door.

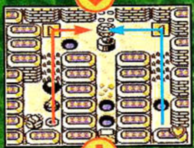
E-6



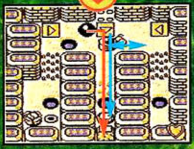
Dig holes as shown in the photo. Throw the Black Ball up over the spikes to take out the enemy.



Push the Weight left. Go under, then come up above the Barrel and throw it upward. It will stop under the entrance.

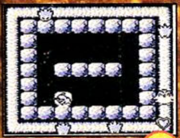


Throw the Black Ball up and then push the Weight right one space. Fill the hole closest to the door with the Barrel.

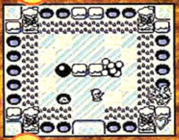


Push the Weight left one space and move the Ball onto the Down Arrow. Move the Weight right again and drag the Ball to the door.

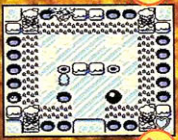
BIG MAMA



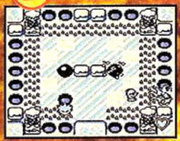
Dig a hole as shown. Big Mama and all of her kids will run around underground. When they do, watch where Big Mama stops.



As soon as she stops, come above ground and shoot the Black Balls at her when she appears.



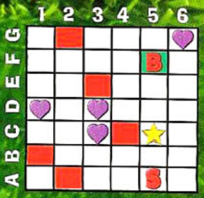
Your focus is Big Mama, but be aware of her kids. They'll scurry across the screen in an attempt to distract you.



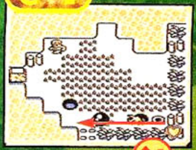
The Black Balls always reappear in their original positions, so take your time. It takes three hits to show her who's boss.

STAGE SIX

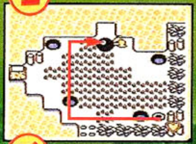
Muddy Mole had better be ready for a tough fight in Stage Six, because he's crossed into the Sammy Brothers' turf. These two thugs are determined to do Jinbe's dirty work and have put their heads together to try to outsmart our hairy hero. Don't give up yet–you're almost there!



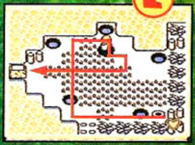
C-4



Dig a hole as shown and come up to the left of the Black Ball. Throw it left over the spikes.

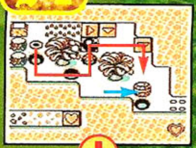


Come through the hole, throw the Black Ball up and push it right onto the spikes. Come up through the top, center space.

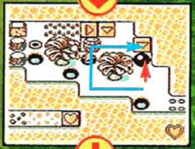


Maneuver the Black Ball down along the right side of the spikes until you have a clear shot at the door.

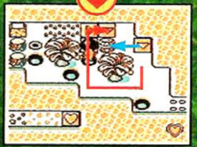
A-2



Move the Barrel above the lower right hole. Come up under the Black Ball and maneuver it to the right as shown.

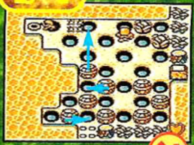


Pull the Black Ball up, then move the Barrel around until it stops on the Down Arrow. Pull it left two spaces.

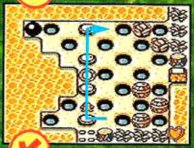


Move the Black Ball around so that it comes to rest on the top Down Arrow. Stand to the left of it and throw left.

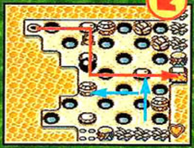
B-4



Use the Black Ball to take out the Asons. Place Barrels in the holes shown to form a solid path up and down.

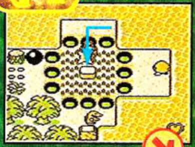


Move the bottom Barrel to the top row to form a barrier. If you throw the Black Ball right, it will stop.

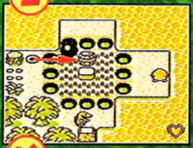


Move a Barrel left onto the sunken Barrel, fill in the hole nearest the door with another, and bring the Black Ball down.

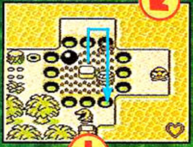
G-2



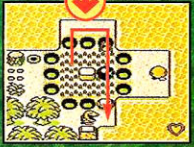
First, move the upper right Barrel onto the spikes as shown in order to form a block for the Black Ball.



Throw the Black ball right. It will stop on the spikes.

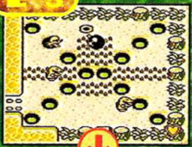


Move the Barrel up, then right, then throw it down across the spikes to fill in the lower right hole.

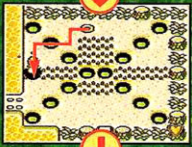


Move the Black Ball in the same way. Time your throw to take out Snakeface.

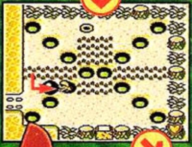
E-3



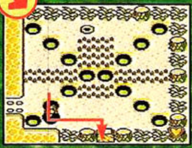
This room is easier to clear if you concentrate on taking out the top two enemies right away.



Maneuver the Black Ball toward the lower left and push it onto the spikes as shown.

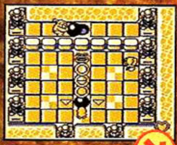


Go under and come up in the lower part of the screen. Pull the Ball off the spikes and position as shown.

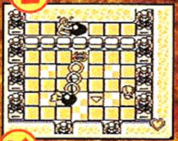


When moving the Black Ball toward the door, be careful not to throw it or it will go into one of the many holes.

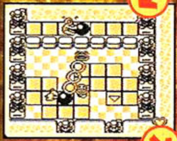
THE SAMMY BROTHERS



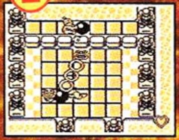
The key to stopping these fraternal foes is to simply yank their chain. First, grab the Black Ball and pull it straight down.



Next, drag the ball left past the Down Arrow. As soon as the Black Ball touches the Arrow, it will rip away from the chain.



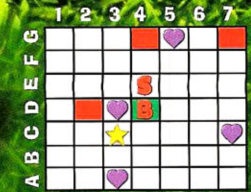
The Sammy Brothers can walk only on the solid colored blocks. Step onto the checkered blocks to escape them.



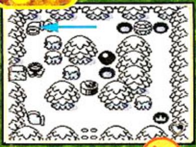
Repeat your attack three times to break the link—at least for the time being...

STAGE SEVEN

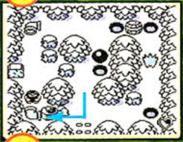
Snow Man's Stage is sure to be a frozen frustration for Muddy Mole. Jinbe didn't expect you to get this far, but don't expect him to let you off easy now that you are so close to unraveling his dastardly deeds. If you've held on to the Surrender item from Stage Four, it might come in handy soon.



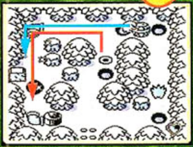
G-7



Push the Elbow Pipe into the upper left corner, then push the Weight into the bottom left corner next to the Elbow Pipe.

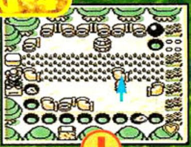


Push the Black Ball to the top of the screen, and then stand on the hole in between the Ball and the Barrel.

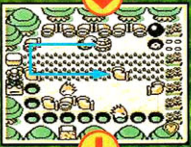


Throw the Black Ball left, then quickly throw the Barrel left to prevent the Ball from bouncing back. You're home free!

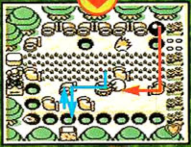
G-4



Push the Elbow Pipe up onto the spikes. Throw the top Barrel left and it will be stopped by the Elbow Pipe.

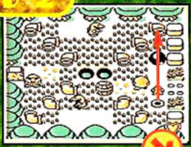


Push the middle of the lower Elbow Pipes up one space. Throw the Barrel left into the Pipe to fill the hole by the door.

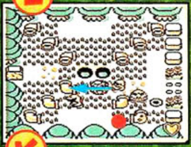


Throw the Black Ball down from the upper right corner and it will make its way to the door.

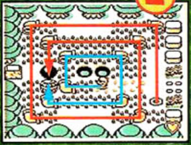
D-2



This room is a tricky one, as the proper timing is essential. First, throw the Black Ball straight up.

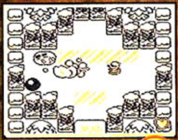


As soon as the Black Ball comes around and reaches the spot marked on the map by the red dot, throw the Barrel left.

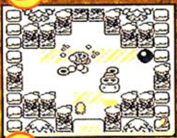


Both will travel around the board, and if your timing is right, the Barrel will stop the Black Ball in front of the door.

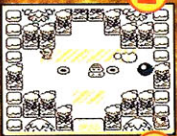
THE SNOW MAN



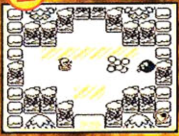
Snowballs won't do any good, but Black Balls will. Sidestep the Snow Man's attack or dive down a hole to safety.



When you hit the Snow Man with a ball, he'll split into two Snow Men. Hit one of them to split it in half.



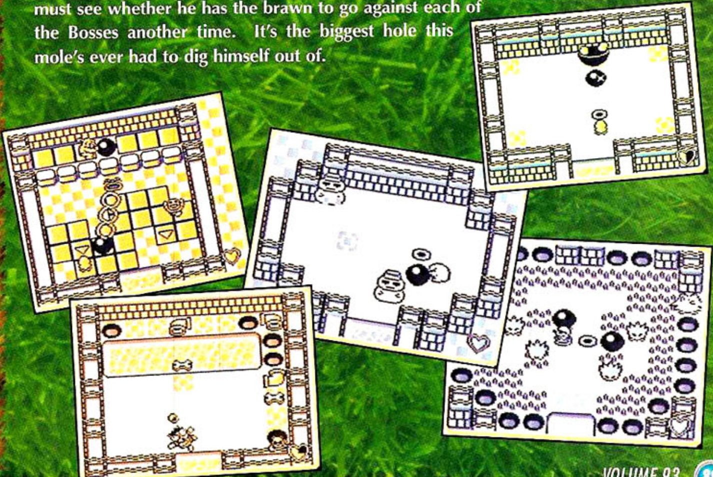
Keep after the newer, smaller Snow Man until they stop multiplying.



Don't hit the larger Snow Men until the smaller ones are gone, or there will be trouble!

STAGE EIGHT

It takes a mighty mole to reach Stage Eight! The battle isn't over just yet, though. Muddy Mole has the brains to conquer challenges of Jinbe's evil enigmas, but now you must see whether he has the brawn to go against each of the Bosses another time. It's the biggest hole this mole's ever had to dig himself out of.



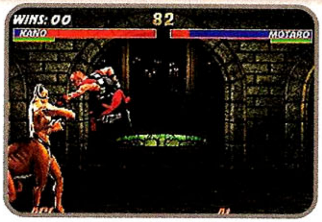
COUNSELORS' corner

SHANE LEWIS

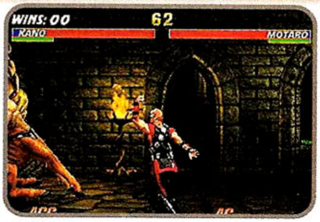
MORTAL KOMBAT TRILOGY

HOW DO I DEFEAT MOTARO?

Depending on which difficulty level you've selected, Motaro can be merely tough or nearly impossible to defeat. No matter which warrior you've chosen, there are some proven methods for defeating this beast. You have to keep moving. Motaro can't use his best attacks on a moving target. If he jumps toward you, hit him with an uppercut. You can use your combo attacks only when Motaro collapses to the floor.


WINS: 00
82
KANO
MOTARO

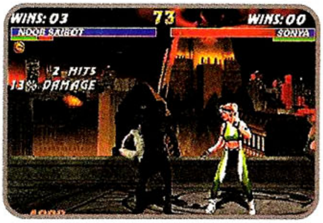
Motaro can't use his best attacks on a moving target, so stay in motion throughout the battle.


WINS: 00
62
KANO
MOTARO

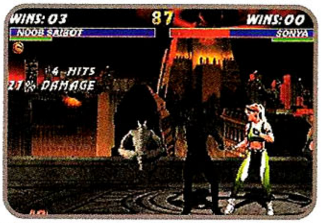
When Motaro jumps toward you, hit him with an uppercut. Use a combo when you knock him down.

HOW DO I CREATE A COMBO?

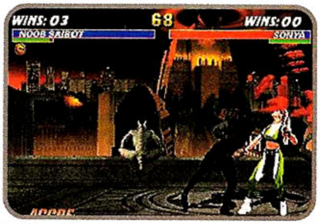
It takes patience to discover and create combos, but your hard work pays off when you add this lethal attack to your martial arts arsenal. Press a kick or punch button twice to start a combo. Depending on your warrior, you'll have to experiment with each kick or punch until you discover a two-hit combo. After you've figured out a two-hit combo, try adding different punches or kicks until you have a three- or four-hit combo. Once you have a four-hit combo, complete your attack with one of your character's special moves, or try moving the Control Stick in other directions while experimenting with various kick or punch buttons.


WINS: 03
73
WINS: 00
NOOB SAIBOT
SONYA
2 HITS
13% DAMAGE

Experiment by pressing each kick or punch button twice until you discover a two-hit combo.


WINS: 03
87
WINS: 00
NOOB SAIBOT
SONYA
4 HITS
21% DAMAGE

Try adding different punches or kicks until your two-hit combo becomes a four-hit combo.


WINS: 03
68
WINS: 00
NOOB SAIBOT
SONYA

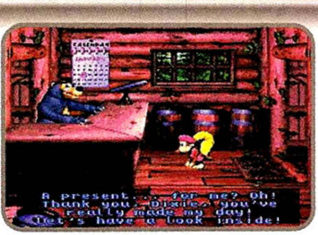
Finally, add a special move to your four-hit combo or experiment with other kicks and punches.

KEVIN KUNZMANN

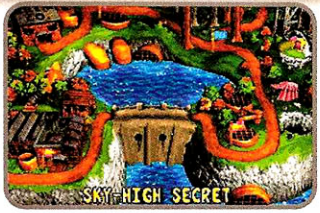
▶DKC3: DIXIE KONG'S DOUBLE TROUBLE

HOW DO I REACH SKY HIGH SECRET ON MEKANOS?

You'll need to do some serious trading before you can reach the floating island in Mekanos. See Blizzard Bear in K3 and deliver his present to Blue Bear in Cotton-Top Cove. When you give Blue the present, he'll give you a bowling ball. Take it to Bazooka Bear in his Barracks on Mekanos. Bazooka will load the bowling ball into his cannon, Big Bessie, and blast the Kongs up into Sky High Secret.


A present... for me? Oh!
Thank you, Dixie, you've
really made my day!
Let's have a look inside!

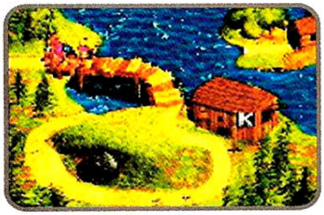
Visit Blizzard Bear at K3 to get the present, then deliver it to Blue Bear in Cotton-Top Cove.

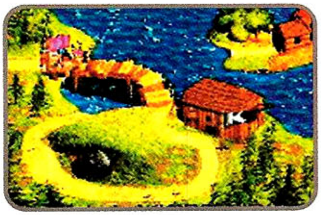


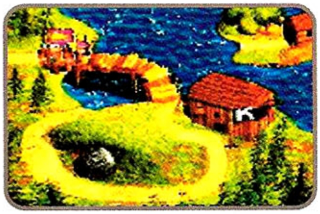
Blue Bear will give you the bowling ball. Take it to Bazooka Bear and blast up into Sky High Secret.

HOW DO I READ THE FLAGS ON THE MAP?

The flags on the overworld map all tell a tale, but you need to know how to read them. A pink flag indicates that Dixie finished the level the first time, while a blue flag lets you know that Kiddy yanked on the lanyard. A flag that barely flutters means that there are still Bonus Coins hidden in the level. An unfurled flag indicates that you've found all the Bonus Coins. You'll see a yellow pennant attached to the flag if you have the DK Coin for the level.

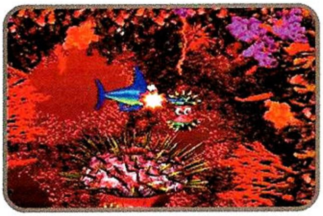

A flag that barely flutters tells you that Bonus Coins are still hiding somewhere inside the level.

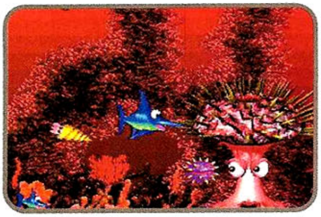

You've found all the Bonus Coins if the flag is unfurled and flapping in the strong breeze.

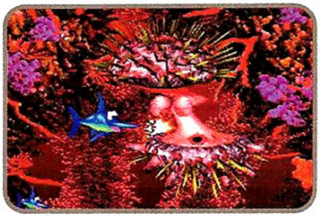

If you find the DK Coin in the level, you'll see a yellow pennant attached to the flag over the stage.

HOW DO I DEFEAT BARBOS?

You must jab Barbos in three under water chambers before she'll cry uncle. Use Enguarde's bill to bounce the small Lurchins back into Barbos's face. After you eliminate Barbos's protective shells, you can jab her between the eyes. You'll do this again in the second chamber after you lure the homing shells back at Barbos. Swim to the top of the third chamber to avoid Barbos's spiked attack. You'll have a few seconds to spear Barbos before she releases another fusillade.


In the first chamber, jab at the Lurchins and bounce them back into Barbos's ugly mug.

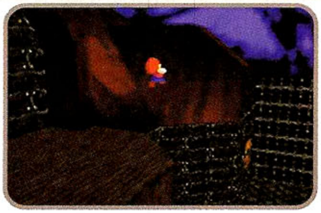

Lure the homing shells back at Barbos's face in the second chamber, then bonk her between the eyes.

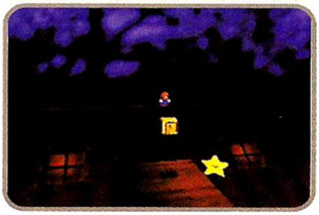

Dodge Barbos'sspike attack, then finish her off with two quick jabs in the third chamber.

SUPER MARIO 64

HOW DO I REACH THE STAR ON THE HAUNT'S ROOF?

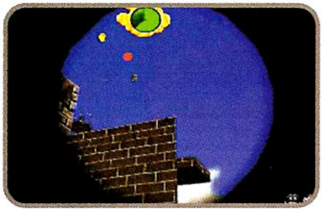
After you defeat Big Boo on his balcony, the star will spiral up to the top of the roof. To retrieve it, use your long jump to jump to the dormer roof near the balcony. After you reach the roof, run up to the top. You'll have to hold the Z Button to crawl up to the top of the main roof. Walk along the middle of the roof, then run down the platform and jump for your star.

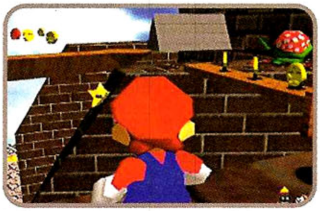

After you defeat Big Boo, use your long jump and leap for the dormer roof next to the balcony.

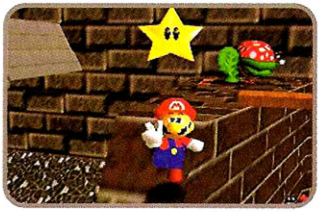

Hold the Z Button to crawl up to the top of the main roof, then run down and jump for your star.

HOW DO I BREAK THE WALLS IN WHOMP'S FORTRESS?

You need blast away the sharp corners on the walls of Whomp's Fortress to find the sixth star. This is a tough challenge because it's hard to find clues on what you need to do. Slide down the barrel of the cannon and aim at the corner of the brick wall near the rotating bridge. If you chip off the corners of the two sharp walls near the cannon, you'll find the sixth star. Climb up to the bridge to retrieve the star or jump inside the cannon and blast to the top of the fortress.

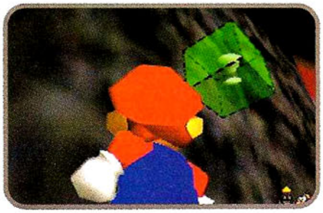

This sharp corner on Whomp's Fortress hides the sixth star. Blast Mario into it until it breaks apart.

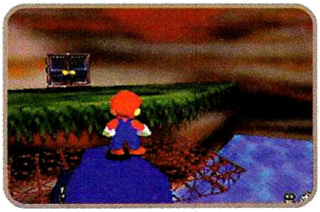

While you can break both corners off the sharp edged walls, only one conceals the sixth star.

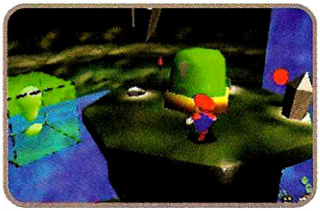

After you locate the star, climb up to the bridge or hop back in the cannon and shoot up to the ledge.

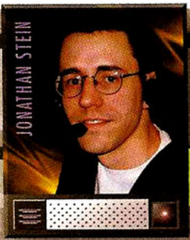
WHERE IS THE METAL CAP?

You can find Mario's Metal Cap in any of the Green Blocks throughout the game, but first you'll need to hit the green Metal Cap Switch. You'll find the entrance to the Metal Cap Cavern in Dorrie's Lake, in the Hazy Maze Cave inside the basement of the Castle. Guide Dorrie to the double steel doors along the shores of the lake. Jump off Dorrie, enter the doors, and dive into the Metal Cap Cavern course.


The transparent Green Blocks will turn solid after you find the Metal Cap Switch in Hazy Maze Cave.


Guide Dorrie across the lake to the double steel doors leading to the Metal Cap Cavern.

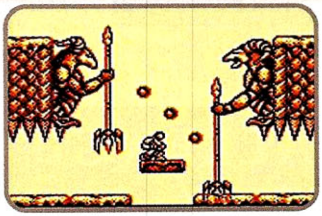

After you enter the Metal Cap Cavern, jump across the water and up to the green switch.



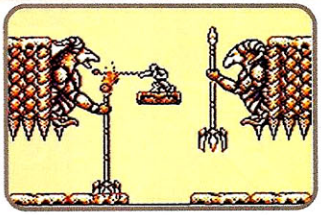
CASTLEVANIA II:
BELMONT'S REVENGE

HOW DO I DEFEAT KUMULO AND NIMBLER?

Kumulo and Nimbler are two trident-toting rams that live in the Plant Castle. To defeat the beasts, you'll have to avoid the spray of three energy shots each monster shoots from his mouth. The tridents won't hurt you unless you run into them. Stand on the elevator in the center of the room. Whenever a ram drops his trident, use your whip or special weapon on his head. You can also use your whip on the inbound energy balls.



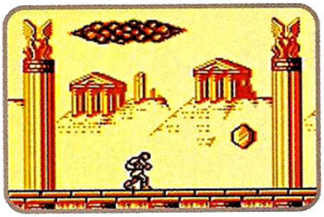
Kumulo and Nimbler's tridents won't jab you, but watch out for their lethal energy blasts.



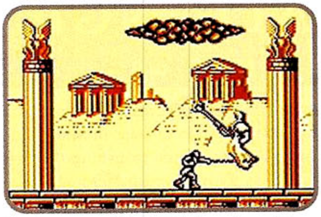
Use your whip or special weapon on each monster's head whenever he drops his trident.

HOW DO I DEFEAT DARK SIDE?

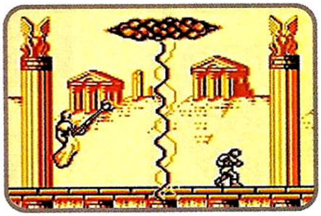
Dark Side is the cloaked figure floating around at the end of the Crystal Castle. He wields a magic staff that controls the thunder clouds overhead. Dark Side often turns invisible and reappears as a gem where you are standing. You can hurt him only while he is in gem form. Hit the gem until Dark Side fully materializes as a cloaked figure, then run to the other side of the chamber before Dark Side's lightning can strike you on the head. Repeat this technique until Dark Side is washed up.



Dark Side appears as a gem at first. This is the only time he'll feel the pain of your whip.



Hit the gem until Dark Side transforms into a cloaked figure, then run for cover.



Avoid the lightning controlled by Dark Side's staff and wait for him to fade into his gem form again.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
(95¢ per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner, P.O. Box 97033
Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($1.25 per minute. Callers under 18 need parental permission to call.)

PGA TOUR '96

Q: I can't get a mulligan!

A: You can take mulligans only in Practice mode.

Q: Why is my tee shot flying left or right when there is no wind?

A: It depends on where your shot meter stopped when you tapped the A Button. If the meter is left of the 0% mark, the ball will go left. If it is right, the ball will fly right.

COLLEGE SLAM

Q: Can I break the backboard?

A: Yes, but you can't control when it happens. A player with a high dunk ability will randomly shatter the backboard some time during the second half.

Q: How do I use an extra power boost?

A: Hold the turbo button and press forward on the Control Pad four times. The boost knocks over any opponent in your way.

YOGI BEAR IN YOGI'S GOLDRUSH

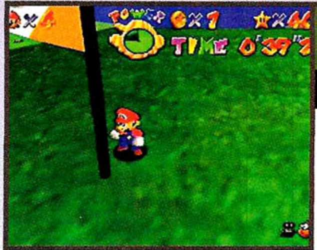
Q: Is there more than one ending?

A: Yes. You must save Jellystone Park by collecting all of the coins in the twelve safes hidden in the game to get the best ending.

Q: How do I get extra continues?

A: You must collect 99 picnic baskets on the same life and in the same stage.

NP'S ARENA



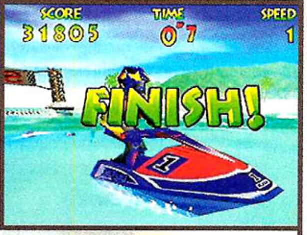
BATTLE ZONE

SUPER MARIO 64

Lace up your running shoes! It's time to race Koopa the Quick to the top of the mountain in Bob-omb Battlefield. John Pabian of Livonia, Michigan made it to the flagpole in 37.9 seconds! How fast can you run the course? You might have to put on your Wing Cap--er, thinking cap and carefully plan your route to the summit. Take a photo of your time after you touch the flagpole and send it in to the Arena. The top 25 fastest times will trot away with four Super Power Stamps, good for cash off gear in the Super Power Supplies Catalog!

CHALLENGE #1

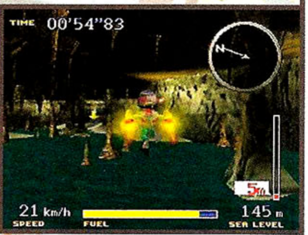
WAVE RACE 64



Cut the perfect wave as you flip, dip and bound through rings, racking up the most stunt points in North America! This month's Wave Race 64 challenge is for the highest score in stunt mode. Select Dolphin Park and catch all the rings as you pull off your most dizzying acrobatic moves. How many points can you score before time runs out? 20,000? 30,000? You can do better than that! The top 25 scores will ride away with four Super Power Stamps.

CHALLENGE #2

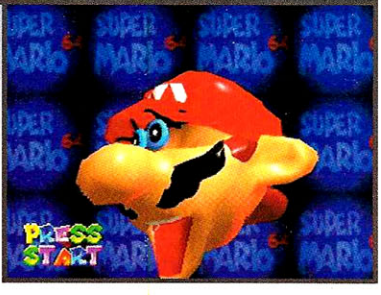
PILOTWINGS 64



How fast can you dart through Crescent Island's tunnel using the Jet Pack? Taking a photo of your finishing time can be tough, but there's an easy trick to getting the best results. Pause your game as soon as you fly through the goal ring, then set up your camera. When you're ready to take a picture, release pause and take your best shot. You have about three seconds to snap your photo before your time fades away. The top 25 times will fly off with four Super Power Stamps.

PUT ON YOUR BEST GAME FACE!

This fun challenge doesn't require much skill, but it will test your creativity! What's the best Mario expression you've ever created in Super Mario 64? You can learn more about making faces on page 7 of your Super Mario 64 instruction manual, or you can experiment for yourself using the A and R Buttons with the Control Stick. Take a photo of your best game face and send it in to the Arena. If we use your Mario face in a future issue, you'll pick up four Super Power Stamps.



ARENA

NP

FEBRVA MCMXCVII

KILLER INSTINCT

Finished Killer Instinct without using a Continue (Volume 87)

Joshua Anderson	Edmonton, AB
Scott Aston	Riverside, CA
Jason Billups	Pensacola, FL
Kevin Briggs	Mt. Vernon, OH
Matt Burdine	Weirton, WV
David Chandler	Oxnard, CA
Albert Bohan Chen	Monrovia, CA
Michael Clark	Pelzer, SC
Luis Cordova	Mission, TX
Justin Darnell	Jefferson, NC
Derrick DesRoches	Miscouche, PE
Philip Eggleston	Carrollton, GA
Kurt Erwin	Cottage Grove, OR
Adam Fry	St. Louis, MO
Frêdêric Gauthier	Chicoutimi, PQ
Robb Giddings	Durham, NC
Nolan Jacobs	Winfield, KS
Nathan Jefferies	Independence, KY
Eric Johnson	Palatine, IL
John Kemp	Omaha, NE
Danny Li	El Monte, CA
Joâo Magalhâes	Caldwell, NJ
Travis Masuda	Kaneohe, HI
Jaron McClain	Eugene, OR
Kenny McHoes	Cody, WY
Allen Pegram	Los Angeles, CA
Evan Pollino	League City, TX
Danny Reckman	Cincinnati, OH
Zachary Silvero	Newton, NJ
Robert Vigeant, Jr.	Browns Mills, NJ
Matthew Voigts	Clarion, IA
Matt Woo	Germantown, TN
John Woodring	Hazleton, PA
Brian Yourdan	Benton, City, WA

YOSHI'S ISLAND

100% scores in all six worlds (Volume 87)

Eric Aiken	Fort Wayne, IN
Ken Banks	Ridgecrest, CA
James Bauer	Tucson, AZ
Andrew Bilyk	Ava, MO
Adrian Botez	Madison, WI
Jeremiah Brewer	Delavan, IL
Jeremy Castellano	Oceanside, CA
Felix Cincotta	Feeding Hills, MA
Jim Cornwell	Williamsville, NY
Derek Denny	Belleville, MI
Andy Dietrich	Walker, MI
Aaron Faulkner	Greenwood, IN
Jason Gookins	Orlando, FL
Jeramy Hall	Reading, PA
Eli Havlicek	McLoud, OK
Ryan Hughes	Callao, VA
Richard Idell	Tyler, TX
Trevor Johnston	Jackson, MS
John Kemp	Omaha, NE
Andrew Kush	Highgate, VT
Paul Larkins	Ashburn, VA
Justin Lerner	Omaha, NE
Brenden MacDonald	Ucluelet, BC
Stephen Materkowski	Smock, PA
Alexandre Nguyen	Saint-Hubert, PQ
Derek Olson	Duluth, MN
Kurt Pulczinski	Greenbush, MN
Vinson Ridenour	Bellflower, CA
Brian Rogers	Macomb, IL
Joshua Santos	San Jose, CA
Justin Schultz	Ollie, IA
Brian Shoop	Cornwall, PA
Zachary Silvero	Newton, NJ
Kevin Souter	Buffalo, NY
David Taylor	Poway, CA
Eric Valdes	Miami, FL
Tyler Watson	Woodstock, ON
Nick Wilson	Oak Park, CA
Anthony Xavier	San Mateo, CA
David Zoland	San Jose, CA

SUPER MARIO RPG

Best Times on the Moleville Mountain Mine Cart Ride (Volume 85)

Joe Doheney	Bridgewater, MA	2:13:83
Mike Haley	Marion, IL	2:13:86
Harry Bramer	Brookfield, WI	2:14:23
Michael Senter	Hohenwald, TN	2:14:83
Dennis Kincheloe	Kansas City, MO	2:15:41
Danny Hiltz	Lakeport, CA	2:17:81
Kazuhito Goto	Greenburg, PA	2:16:15
Robert Burns Jr.	Levittown, PA	2:16:25
Ben Joy	Jamestown, ND	2:16:41
Sean Arnold	Newport Beach, CA	2:16:70
Keith Sabalja	Croton, NY	2:17:05
Eric Valdes	Miami, FL	2:18:60
Gerry Hiltz	Lakeport, CA	2:18:90
Clinton Hoelscher	Brenham, TX	2:19:01
Diego Pardon	Waterford, MI	2:19:50
Marc Carpenter	Salem, OR	2:19:81

MEGA MAN X3

Completed the Blast Hornet Stage First (Volume 88)

Brandon Abedar	Honolulu, HI
Jonathan Albaugh	Meadville, PA
Todd Anderson	Dearborn, MI
Ryan Barrett	Middletown, OH
Patrick Brady	Edison, NJ
Brian Carter	Portland, OR
Thomas Casals	Miami, FL
Logan Chefren	Farmington, WV
Michael Chrisope	Springfield, MO
Ryan Cloyd	Ft. Collins, CO
Delbert Curio	Lewiston, MI
Matthew Daniels	Riverview, FL
Christopher Davies	Toledo, OH
Patrick Doruling	Baltimore, MD
Evan Foley	Jackson, NJ
Nick Franklin	Arcata, CA
Adam Gallucci	Portland, OR
Elneedna Graham	Newark, NJ
Beverly Hartzog	Jefferson City, MO
Mike Herman	Mission Viejo, CA
John Hershberger	Astoria, NY
Steven Isaacson	San Jose, CA
Stephen King III	Suquamish, WA
Denny Kochert, Jr.	Georgetown, IN
Billy Kohls	Cedar Falls, IA
Joseph Lara	Hurst, TX
Rannel Liwanag	San Diego, CA
Jeffrey Liske	Calgary, AB
Alex Long	Middleton, OH
BJ Miller	Grantsville, MD
Anthony Neshewat	Yonkers, NY
Tim Pollard	Whitehall, IL
Michael Rhaney	Raleigh, NC
Alan Sanchez	Menomonee Falls, WI
Barney Santiago	Oak Harbor, WA
Steven Schade	Rockford, IL
Mark Shaw	San Jose, CA
Matt Shay	Aberdeen, WA
Jesse Shingleton	St. Marys, WV
Bobby Sollars	St. Joseph, MO
Charles Steinkraus	Papillion, NE
James Stevenson	Nassau, NY
Dean Steward	Atlanta, TX
Daniel Townsend	Northridge, CA
Michael Traung	Los Angeles, CA
Bryan Valerio	Saranac Lake, NY
Mike Vollmer	Great Bend, NY
Tung Vu	Westminster, CA
Kelley White	Atlanta, MI
Mitchell Wilson	El Paso, TX
Tommy Wong	San Francisco, CA
Tony Zas	Lubbock, TX

PILOTWINGS 64

Fastest Times for Busting 20 Balloons and Landing (Volume 89)

Chris Andrese	Sussex, NJ	1:34:51
Scott Tresler	Erie, PA	1:42:37
Josh Rupert	Rochester, WI	1:51:03
Wayne Carden	Sanford, FL	1:51:91
David Henderson	Houston, TX	1:52:80
Tom Young	Lancaster, PA	2:04:17
Aaron Smith	San Antonio, TX	2:13:48

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than March 10, 1997. The top qualifiers receive four Super Power Stamps. Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

Nintendo
N64
Game Boy
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases February 1997

MARIO KART 64

Nintendo/96 Megabits

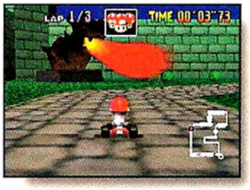
Mario Kart 64
Nintendo 64

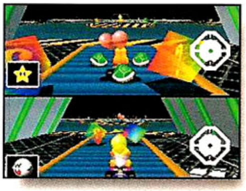
Category	Racing
Graphics & Sound	4.1
Play Control	4.6
Challenge	4.4
Theme & Fun	4.2

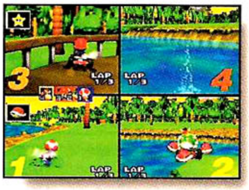
- 1 to 4 Player Simultaneous
- Game Pak Memory
- Controller Pak
- 20 Courses

Rating K-A

Once you've karted this racer home, you'll need to install seatbelts on your couch.







Funtastic isn't a word, but it should be. Once you've started playing Nintendo's latest, Mario Kart 64, you'll see what we mean. This is another must play Pak. A lone Karter can race in Grand Prix mode, trying to prove his or her superiority to the quick-witted N64, or enter the Time Trial mode, hoping to set world records on different courses. With the use of the Controller Pak, you can save your best races in Ghost Mode and try to beat your own best times. With two players behind their Controller Sticks, you can choose between the Grand Prix, VS. and Battle Modes. If three or four players compete, they can play VS. or Battle Mode. Each of the eight characters have come from hit Nintendo games to join in the racing, and each has special attributes, such as quick acceleration or good cornering. As for the courses, there are four Cup Tournaments with four races in each Cup for a total of 16 courses. In addition to the roadrace tracks, there are four Battle Mode courses where the single motivation is to knock off the other players. You can fire a wide variety of Koopa shells, drop banana peels, power-up your kart with Mushrooms or make use of several other items found along the road. The lead tends to shift back and forth, but you almost always have a chance to catch up to the leader if you drive smart and get a little luck or the right power item. Be sure to stop by and take a look at this month's complete track and strategy review for Karters.

+ Great fun. Four-player action. Excellent graphics and play control.

− Individual screens in the four-player mode are too small to see details on small televisions.

Pro's Picks SP HS DO TM PS LS

MOLE MANIA

Nintendo/4 Megabits

GAME BOY
MOLE MANIA
YOU'LL DIG MOLE MANIA!
Nintendo

Category
Action Puzzle

Graphics & Sound 3.0

Play Control 3.0

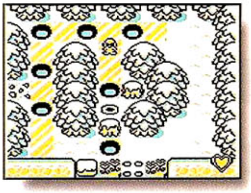
Challenge 3.8

Theme & Fun 3.8

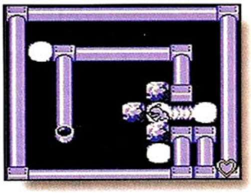
- 1 or 2 Player Simultaneous
- Battery-backed Memory
- Super Game Boy enhanced
- Game Link

Rating K-A

Mole justice is served at long last. Rejoice!



That's no varmint. That's Digger D. Mole, showing you how to have fun digging up dirt on Nintendo's Mole Mania for Game Boy. It's a new role for the mole in video gaming. Up to now, mole's have been the cannon fodder of arcade whack-a-mole games or have made only brief appearances, like the mole folk in Super Mario RPG. But now the day of the mole has arrived, and it's about time. In Mole Mania, you must navigate through dangerous territory, sometimes moving above ground, sometimes digging tunnels beneath traps or obstacles in the two-layered action. The goal is to move a ball through the exit, but doing that isn't easy. You'll need solid planning, puzzle solving skills and a lot of inspiration. Beginning with simple, tutorial stages, Mole Mania quickly becomes a brain-buster of the most engaging sort. While cursing the levels, you'll find it difficult to put down. That little voice in the back of your mind telling you to eat and sleep will be drowned out by the imperative to dig around bombs and throw cabbages at enemies. For those of you who remember HAL's old Lolo games, you'll appreciate the mix of action and puzzle elements. It's a perfect fit for Game Boy and it's even better on Super Game Boy with lots of color and a catchy tune. We strongly recommend that you dig into this month's Power review.



+ Excellent puzzle action. Lots of challenge. Two-player mode. Super Game Boy enhancements. Battery.

− Uneven mix of easy puzzles and brain busters within a single level.

Pro's Picks SP DO TM LS

KING OF FIGHTERS '95

Nintendo/4 Megabits

GAME BOY
The King of Fighters '95
Nintendo

Category
Tournament Fighting

Graphics & Sound 3.3

Play Control 3.5

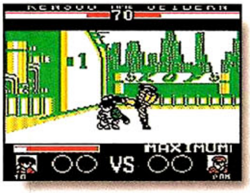
Challenge 2.6

Theme & Fun 2.8

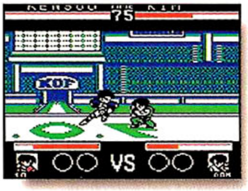
- 1-2 Player Simultaneous
- Game Link
- Super Game Boy enhanced

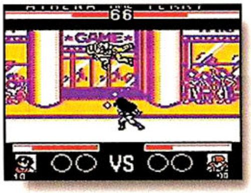
Rating K-A

Tiny-fisted ferocity for Game Boy fighters.



King of Fighters, like so many classic fighting games, has now made its way to the Game Boy in a fun, fast form from Nintendo. This is not a serious fighting game, by any means. Street Fighter 2 and KI fans, or fans of the original SNK game, will be horrified at the ease of thrashing opponents on the small screen. Instead, think of it as good finger exercise with a high reward factor. If you pick it up and turn it on, chances are you'll win. On the other hand, winning can be fun. The special moves are easy to learn and more impressive than those in Toshinden (and, unlike that game, the screen text won't make you question whether it was programmed on Mars.) Like all fighting games, this one is made to be played in VS. Mode, so judging it by its AI is as misleading as judging a basketball player on his ability to dance the Macarena. As a two-player match, King of Fighters' weaknesses become its strengths—it is easy to learn and fast—and its Super Game Boy features mean that you can duel with a single Game Pak rather than the two required for Game Linking.





+ Good for two-player action. Super Game Boy enhanced.

− Too easy as a single player game.

Pro's Picks TM

Game Boy Looney Tunes

Sunsoft/Rerelease/1 Megabit

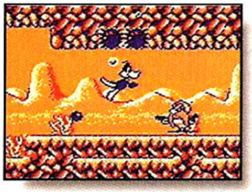
Category	Action
Graphics & Sound	3.8
Play Control	3.6
Challenge	3.4
Theme & Fun	3.7

- 1-Player
- No Save
- Seven stages
- Originally released in 1992

Rating NR N-R

Sunsoft's classic WB toon romp for Game Boy returns.

Before there was Space Jam, there was Looney Tunes, and instead of appearing on the silver screen, it appeared on the black and white screen of Game Boy back in 1992. Now you can find the game again since Sunsoft is rereleasing it. What you'll find is a classic platform game with seven stages of hopping, flying, shooting and running. Each stage features a different Looney Tunes hero and most stages offer a different type of play, but all of them are easy to learn. The heroes include Daffy, Tweety, Porky, Taz, Speedy Gonzales, Road Runner and Bugs. Michael Jordan is nowhere to be found, but there's plenty of fun for one-player.



- ➕ Good graphics and play control.
- ➖ Not overly challenging.

Pro's Picks ● ● ● TM ● ●

Game Boy Castlevania II: Belmont's Revenge

Konami/Rerelease/1 Megabit

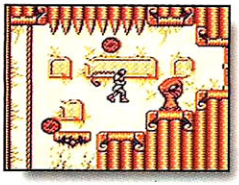
Category	Action
Graphics & Sound	4.2
Play Control	3.8
Challenge	4.0
Theme & Fun	3.9

- 1-Player
- Passwords
- Five stages
- Originally released in 1991

Rating NR N-R

Are blood-sucking vampires getting you down? Fight back with this classic pak.

The curse of the Belmonts is that they are forever hunting the same quarry—Dracula. It must get frustrating, but for fans of the Castlevania series from Konami, the thrill of the hunt never dies. Part of the fascination with these games is that they are so easy to grasp, yet require great skill to defeat. Castlevania II: Belmont's Revenge is no exception to that rule. Your job is to take back four castles from their ghoulish occupants. Cracking your whip, throwing your axe and hurling firebombs of Holy Water will clear out the evil beings. That's when a new castle appears and you realize that Drac's back! If you haven't played this or any of the Castlevania games, you owe yourself a deliciously evil treat.



- ➕ Good graphics. Good play control. Medium challenge.
- ➖ More of the same Castlevania action. No innovation.

Pro's Picks SP ● ● ● ● ●

Super NES Super Empire Strikes Back

THQ/Rerelease/12 Megabits

Namco/Rerelease/1 Megabit

Category	Action
Graphics & Sound	4.3
Play Control	3.3
Challenge	3.7
Theme & Fun	3.8

- 1-Player
- Passwords
- 22 stages
- Originally released in 1993

Rating NR N-R

Here's a little something for those days when you feel like a Wookie.

Following the success of Super Star Wars, LucasArts and Sculptured Software teamed up again to produce Super Star Wars: The Empire Strikes Back. They didn't want simply to repeat their formula; they wanted to add to it. So in the new game, Luke was granted Force powers and the snow speeder stage raised Mode 7 flying to a new level. In many ways, Super Empire is the next best thing to Shadows of the Empire.

- ➕ Great graphics and sound. Involving.
- ➖ Play control can be touchy. Uneven challenge.

Pro's Picks SP ● ● TM PS ●

Super NES Super Return of the Jedi

T•HQ/Rerelease/16 Megabits

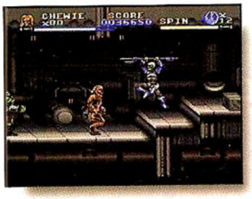
Super Star Wars
RETURN OF THE JEDI
Nintendo
T•HQ
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Category	Action
Graphics & Sound	3.9
Play Control	3.1
Challenge	3.4
Theme & Fun	3.4

- 1-Player
- Passwords
- 19 stages
- Originally released in 1994

Rating N-R

So your mother was an Ewok and your father was a Bantha? Have we got a game for you.



Super Star Wars: The Return of the Jedi closed the series of games from LucasArts and Sculptured. In some ways it was the strongest of the trilogy, but in other areas it fell a bit short. Two new characters join the team, but the Mode 7 flying stages are not as good as in Empire and some areas are very easy. Making up for much of that is the challenge of the remaining stages in Super Jedi. Battling the Rancor and searching the desert of Tatooine will keep even the most rabid Jedi frothing for more.

- + Beautiful graphics, great sound. A real Star Wars experience.
- − Twitchy play control and uneven difficulty.

Pro's Picks: SP TM PS

Super NES Top Gear 3000

Kemco/Rerelease/8 Megabits

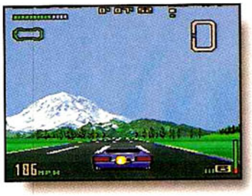
TOP GEAR 3000
Nintendo
KEMCO
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Category	Racing
Graphics & Sound	3.2
Play Control	3.4
Challenge	3.2
Theme & Fun	3.1

- 1-4 Players Simultaneous
- Passwords
- 42 tracks
- Originally released in 1994

Rating N-R

Interplanetary racing comes down to earth.



If the idea of racing hot cars on alien planets appeals to you, then Kemco's rerelease of Top Gear 3000 for the Super NES should be good news. Granted, your car looks a lot like a '70s muscle machine, but it can achieve top speeds of around 200 mph. Your tournament winnings can then be spent to spiff up your car with new stuff such as engines and boosters. Top Gear 3000 isn't Mario Kart 64, but it is a fun Super NES racer that's easy to pick up and play. Kemco's limited release may make it difficult to find, but you can call Kemco consumer service at the following toll free number: 1-888-287-7507.

- + Fast and easy to drive. Lots of tracks.
- − 19 letter password code is too much.

Pro's Picks: TM

Pro's Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- **SP** **Scott**–Sports, Simulations, Adventure
- **HS** **Henry**–Fighting, Action, Sports
- **DO** **Dan**–Action, Adventure, Puzzles
- **TM** **Terry**–RPGs, Simulations, Puzzles
- **PS** **Paul**–Fighting, Sports, Simulations
- **LS** **Leslie**–RPGs, Simulations, Adventure

Power Meter

- Graphics & Sound
- Play Control
- Challenge
- Theme & Fun

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players.

To contact the IDSA regrading the rating system, call 1-800-771-3772.

- EC Early Childhood
- KA Kids to Adults
- T Teen
- AO Adult (18+)
- M Mature (17+)
- NR Games that were released prior to the commencement of the ratings system are designated NR.

PAK WATCH

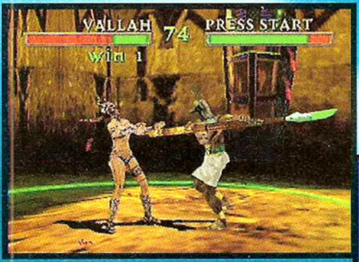
THE INSIDE SOURCE ON FUTURE GAMES

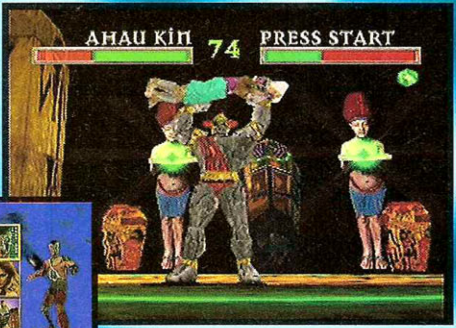
This month's Pak Watch unveils an almost complete Doom 64 and the first shots of War Gods for the N64. You'll also find out what's happening in the Game Boy world and how some gamers are trying to become the world's fastest Karter.

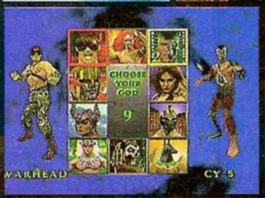
WAR GODS

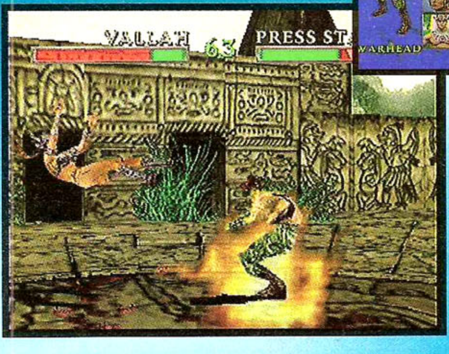
EXCLUSIVE FIRST LOOK

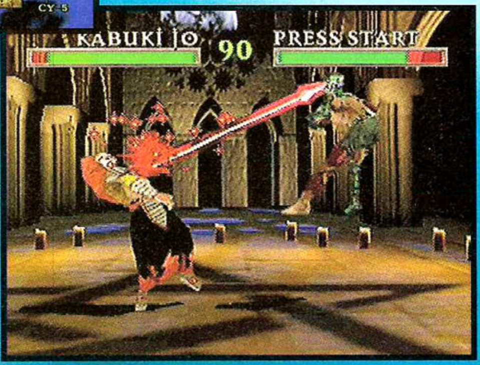
Midway's stable of arcade games seems to have no end. The latest tournament fighter, War Gods, will debut on the Nintendo 64 during the first half of 1997. These early screen shots of the game demonstrate the action and characters. If you've dropped quarters on War Gods in the arcade, you know that it features god-like warriors, both male and female, who throw lightning bolts and perform other Olympian feats. Clearly, War Gods follows in the Mortal Kombat mold, making use of digitized images rather than polygon characters. But, as you can see in the shots sent to us from Midway, the programmers have made use of 3-D arenas, similar to those used in Killer Instinct Gold.


VALLAH
74
PRESS START
WIN 1


AHAU KIN
74
PRESS START


CHOOSE YOUR GOD
9
WARHEAD
CY-5


VALLAH
63
PRESS ST

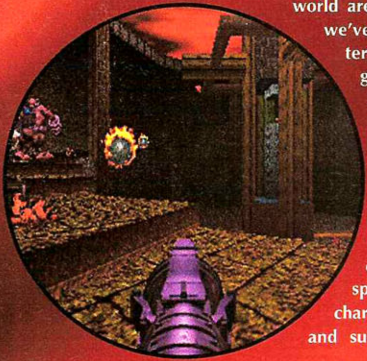

KABUKI JO
90
PRESS START

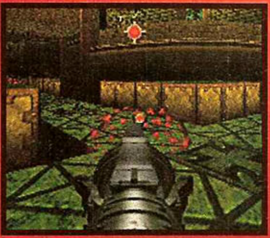
DOOM 64

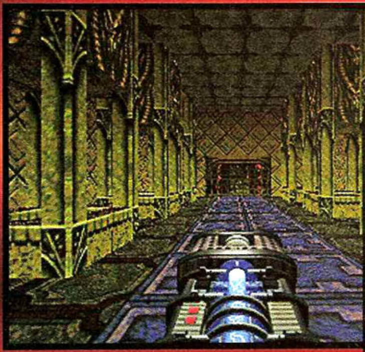
Last summer Nintendo Power brought you the first look at an early version of Doom 64 from Midway. Now, the game is almost complete, so we thought you might like to see how it is turning out. (Prepare to salivate!) Wow! The graphics on this 3-D shooter were enough to blow us away without a single shot being fired. The realism of the textures used on the walls, floors, ceilings and other structures in the game world are simply the best we've ever encountered in a video game. The artists at Midway's San Diego development house also excelled at creating sprites for enemies. The combination of using high-res sprites, like the characters in DKC 3, and super-detailed texture maps on polygons turns out to be a winner. You get the best of both methods. Fans of the PC Doom, Doom II and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen. As for the action, the search and destroy nature of previous Doom games has been preserved and the areas are all new. As a space marine trying to stop an invasion of aliens, your mission is to destroy the invaders no matter what it takes. Midway has promised Nintendo Power the first finished Alpha version of the game, which we will preview in an upcoming issue. Until then, feast on these N64 beauties and dream of just how far gaming has come, and how far it can go.

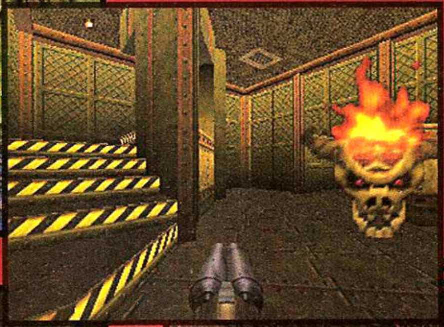
news Source Extra

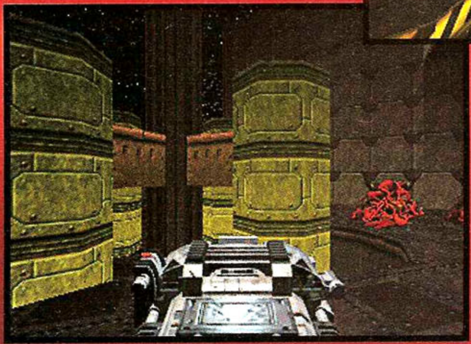
PUBLISHER – Midway
DEVELOPER – Midway
MEMORY SIZE – 64 Megabits
SAVE FEATURE - Controller Pak

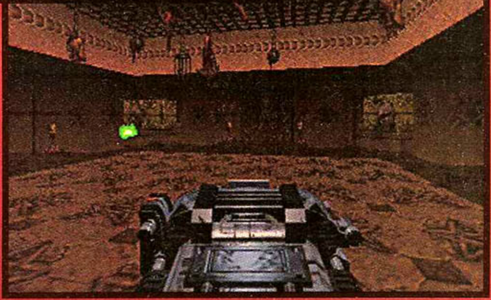








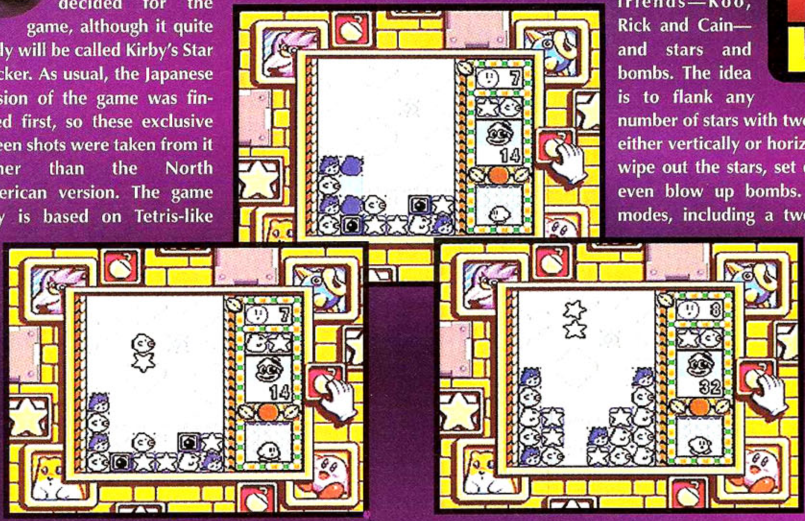




KIRBY'S STAR STACKER

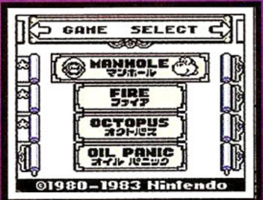
EXCLUSIVE FIRST LOOK

Kirby is coming back to Game Boy this spring in a new puzzle game developed by HAL Laboratories for Nintendo. At this point, no final name has been decided for the game, although it quite likely will be called Kirby's Star Stacker. As usual, the Japanese version of the game was finished first, so these exclusive screen shots were taken from it rather than the North American version. The game play is based on Tetris-like action in which you have to arrange falling pieces. In this case, the pieces consist of Kirby's friends—Koo, Rick and Cain—and stars and bombs. The idea is to flank any number of stars with two of the same characters either vertically or horizontally. If you do, you'll wipe out the stars, set off chain reactions, and even blow up bombs. You can play in four modes, including a two-player mode, a Time Attack, a Round Clear mode and the basic Challenge mode. The game seems simple at first, but the strategies for scoring big cascades can be very involving. Kirby's new puzzler should be ready for release sometime in early spring.



GAME & WATCH GALLERY

Another Nintendo Game Boy offering due out in March or April is a collection of classic action games from the world of Game & Watch. These handheld, stand alone, Game & Watch games from Nintendo used simple LCD graphics in a series of simple action games dating from 1980 to 1983. Although the action was often limited in these games, the difficulty could become great as the speed increased. Nintendo is now putting four of the most popular Game & Watch games into a single Game Boy pak with updated graphics and Super Game Boy enhancements. You can play with the original, or classic graphics, to relive past glories, or switch to the much prettier Modern mode featuring today's top Nintendo characters. The games include Fire, Manhole, Octopus and Oil Panic. In each, the task is something simple, like stealing the treasure that is guarded by the Octopus, saving people jumping out of windows in Fire, placing the manhole cover on the holes to prevent pedestrians from falling into the sewer, or catching the dripping oil in Oil Panic. Winners will be able to view the Game & Watch Gallery as a sort of prize, and learn more about those original four games and a dozen or so other titles. You will be able to save your game in the middle of the action, as well. Game & Watch games won't be for everybody since the action is so simple, but for players who want a quick diversion at a low price, this Pak will be hard to beat.



GAME SELECT

MANHOLE
マンホール

FIRE
ファイア

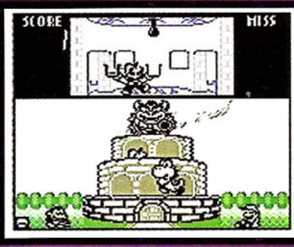
OCTOPUS
オクトパス

OIL PANIC
オイル パニック

©1980-1983 Nintendo

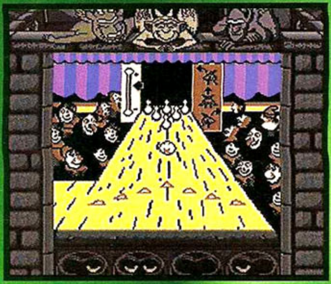
news Source Extra

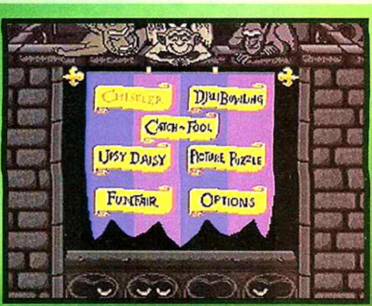
PUBLISHER – Nintendo
DEVELOPER – HAL Laboratories
MEMORY SIZE – 4 Megabits
GAMES – 4 Game & Watch titles
SAVE FEATURE – Battery-backed memory

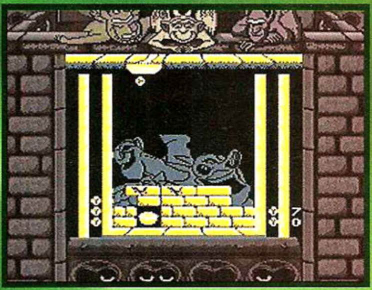


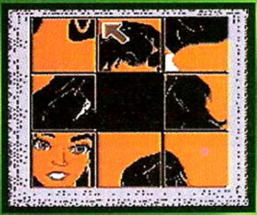
HUNCHBACK OF NOTRE DAME

Several months ago we took a look at an early version of this multi-game pak from T•HQ. *The finished game has shown* up at Pak Watch now, and what seemed a promising game has become a very solid Disney-based collection for younger players. Tiertex Studios included Chisler, Djali Bowling, Catch a Fool, Upsy Daisy, Picture Puzzle, and FunFair. The simple bowling design in Djali Bowling gives players plenty of control for a fun game. Catch a Fool is very much like Fire in the Game & Watch Gallery: you have to catch people who are dropped out of windows. Upsy Daisy uses characters from the Hunchback Disney movie in a balloon fight. Control is slow in this one, and could be frustrating. Picture Puzzle challenges players with eight sliding tile-type puzzles. In FunFair, you try your luck at Esmeralda's wheel of fortune, in which Esmeralda challenges you to one of the five games. For instance, she might challenge you to bowl a particular score in Djali Bowling. Hunchback fans and players who want a simple diversion will find fun and variety in this pak. Look for it to be released by the end of March.



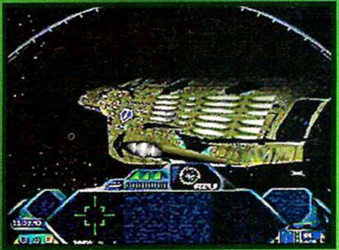


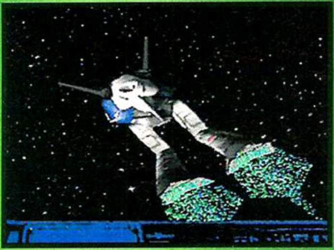


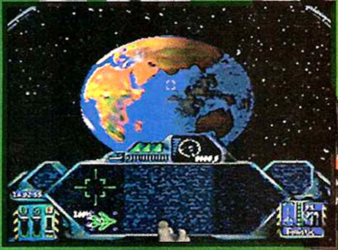


ROBOTECH-CRYSTAL DREAMS

GameTek's first Nintendo 64 title is moving closer to completion every month. As of January, GameTek reported having finished all the art. Development has now turned to the all-important game play mechanics of the Veritech fighter and the AI of enemy ships. When the call went out for new views of the game, GameTek responded with dozens of images. Following are some of the most interesting of the bunch. Although the original release date of March won't be met, we can expect to see the finished Robotech by late spring or early summer.



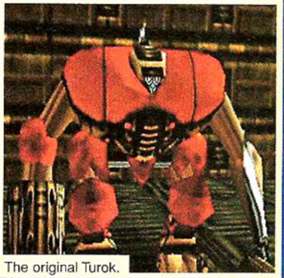




INSIDER UPDATE

TUROK GETS COMPANY

It looks like Acclaim is jumping onto the N64 bandwagon in a huge way. Inside Pak Watch sources have revealed that work will begin (or has begun already) on five new titles from Acclaim. Heading the list of new games is a racer from the in-house development group at Probe. Ultimate Racer, a racing game using futuristic bike vehicles rather than cars, will head the list of new games. Quarterback Club 98, under development at Acclaim's Iguana development house, will probably be the first football sim for the N64. This is particularly exciting news now that Turok has proven Iguana's talent for N64 development. Even better news is that work will begin on Turok 2, also at Iguana. But that's not all. Probe will also create an N64 title called Condemned, which is said to be a 360 degree Descent-like game with movement in every direction. Finally, Acclaim's third powerhouse developer, Sculptured Software, will work on a WWF wrestling game. It's been a while since we've heard from this Utah-based developer, but Sculptured's track record is as good as they come. Although the names of these games may change and we have no set release dates, it seems likely that we will see the first of these titles by the end of 1997.

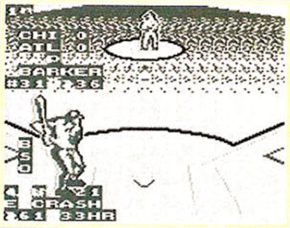

The original Turok.

LINK'S REAWAKENING

The finest adventure ever made for Game Boy (or possibly any video game system) returns this spring when Nintendo re-releases The Legend of Zelda: Link's Awakening. Link's sprawling, whimsical adventure on the island of Koholint contains everything you could want from an adventure and more—dark dungeons, friends and allies, strange characters, exploration, lots of items and weapons, horrible enemies and a twisting storyline to tie it all together. Link's Awakening first appeared back in 1993 and became an instant hit. It has dominated the Power Charts every month since then, most often in first place, which is a record unequaled by any other game. For players who missed Link's Awakening the first time around, you have a magical discovery waiting for you.

GRIFFEY BASEBALL FOR GAME BOY

To celebrate the beginning of the 1997 Major League baseball season, Nintendo will unveil a new Game Boy baseball title featuring Ken Griffey Jr. in April. The game, currently in development at Software Creations in the U.K., is a direct translation of Ken Griffey Jr. Presents Major League Baseball, the first Super NES game endorsed by the Mariners' all-star outfielder. The new game contains all the features of the original including major league teams, full and short seasons, two-player mode (with a Game Link or Super Game Boy) and the All-Star game. The battery-backed memory in this four megabit pak will store your season rankings and other information. There's even a four-player Home Run derby option. The play mechanics are very close to those in the original Super NES title: pitchers have good control, batters can hit up or down for extra power, and fielding includes overhead radar to help you zero in on the ball. There's also an arcade mode to help speed play along, not to mention the fun, arcade-style animations in which angry batters break bats over their knees. The original Super NES Griffey was an all-star and this Game Boy version looks like a sure bet for the MVP (Most Valuable Pak.)



TODAY'S GAME
(ATTENDANCE 52952)
MONTREAL EXPOS
VS
CINCINNATI REDS

MORE ADORE THE N64

Flights of Fantasy, a weekly, satellite TV syndicated review show covering movies and video games, nominated more Nintendo games for awards than games from any other company. For the FOF judges, Super Mario 64 turned out to be the best game of the year. Super Mario 64 also won the awards for Most Fun and Best Play Control while Shadows of the Empire won the award for Best Graphics. With that in mind, get ready for the

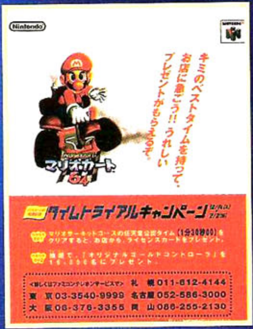
Mission: Impossible looking cool.

annual Power Awards in next month's issue. You'll have your chance to vote on the best games of the year.

In other N64 news, it seems that Midway will now be working on the N64 version of Quake, the best-selling sequel to the Doom series of shooters from Id Software. Ocean sent us the first full screen shot from its Mission: Impossible game, showing for the first time the semi-transparent image of the player-character. In this picture, you can also see a selected gadget, your weapon and a clock. Besides looking very cool, the shot indicates how close Ocean is getting to a playable version of MI. We hope to report on a demo very soon.

Finally, we have unconfirmed (but highly reliable) information that Konami will release its acclaimed soccer game, Perfect Striker, in North America, perhaps as early as May or June. Perfect Striker was considered one of the top N64 games shown at Shoshinkai last November. It features ultra-realistic animation, great control and unbelievable sound.

MARIO KART 64 CHALLENGES JAPAN



Mario Kart 64 players in Japan are locked in competition for the national title of fastest Karter. At over 5,000 Nintendo Entertainment Shops in Japan, Karters can get Mario Kart Time Trial cards and enter the competition by recording a time of one minute, 30 seconds or less on the Mario Raceway track. The time is checked on the Game Pak at one of the official shop locations and entered in the official records. 10,000 registered participants will receive special Golden N64 Controllers while the people with the top 1,000 times will have their names published on the World Wide Web and in Japanese gaming magazines. The drivers with the top ten times will also appear on a weekly Nintendo video game show. If you think all of this sounds pretty cool, so did we at Nintendo Power. So we decided to hold our own Mario Kart 64 Time Trial. You'll find the details in the March issue of Power and on Nintendo Power Source on AOL and the World Wide Web.

1.6 MILLION AND GROWING

Nintendo of America sold over one and half million Nintendo 64s in the first three months following the video game system's release in North America, and even then the demand outstripped the supply. If you haven't managed to find an N64 to call your own, don't despair. More N64s are arriving every day! With so many new N64 owners, the same type of supply and demand problem may arise when you try to find the most popular games, such as Super Mario 64, Star Wars: Shadows of the Empire and Mario Kart 64. No one said it was going to be easy.

RELEASE FORECAST

BLAST CORPS	**SPRING '97**
DARK RIFT	**SUMMER '97**
DOOM 64	**SPRING '97**
FIFA SOCCER 64	**SPRING '97**
GOLDENEYE 007	**SPRING '97**
HEXEN	**SUMMER '97**
LAMBORGHINI 64	**SUMMER '97**
MISSION: IMPOSSIBLE	**SPRING '97**
ROBOTECH: CRYSTAL DREAM	**SPRING '97**
STAR FOX 64	**SUMMER '97**
TUROK: DINOSAUR HUNTER	**SPRING '97**
WAR GODS	**SUMMER '97**
WCW	**FALL '97**

BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	**SUMMER '97**
HARVEST MOON	**SPRING '97**
TIMON & POOMBA	**SPRING '97**

GAME & WATCH GALLERY*	**SPRING '97**
HERCULES	**SPRING '97**
THE HUNCHBACK OF NOTRE DAME	**SPRING '97**
KIRBY'S STAR STACKER*	**SPRING '97**
KEN GRIFFEY JR. BASEBALL*	**SPRING '97**
LEGEND OF ZELDA: LINK'S AWAKENING**	**WINTER '97**

***NAME UNDECIDED**
****RERELEASED TITLE**

Coming Next Issue.....

Volume 94, March 1997

TUROK: DINOSAUR HUNTER

It's a jungle out there. If you don't know the ways of the wild, you're nothing but raptor rations. Learn how to live to see sunrise—or even the next level of Nintendo Power's exclusive, in-depth, 12-page review of Turok: Dinosaur Hunter.

KI GOLD

You've never seen anything like this before. Master the mega-moves the pros at Nintendo use in KI Gold. Volume 93 dissects all the air juggles, Ultra Combos and other cool options used by the guys who are paid to play games!

Race for the Gold!

Enter one of the hottest video game contests ever featured in Nintendo Power! Send in your fastest times for Mario Kart 64 and you might win a gold N64 Controller! Does it sound too good to be true? Check out the details starting in the March issue!

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust a Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA '97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give 'n' Go
88. NBA Hangtime
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Galden Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV: Wall of Fire
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Top Gear 3000
140. Toy Story
141. True Lies
142. Ultimate Mortal Kombat 3
143. Uncharted Waters: New Horizons
144. Uniracers
145. Urban Strike
146. War 3010: The Revolution
147. Wario's Woods
148. WeaponLord
149. Whizz
150. Winter Gold
151. WWF Raw
152. WWF Wrestlemania: The Arcade Game
153. X-Men: Mutant Apocalypse
154. Zoop

Game Boy

155. Adventure Island
156. Aladdin
157. Alien Games
158. Animaniacs
159. Asteroids/Missile Command
160. Battle Arena Toshinden
161. Battle Zone/Super Breakout
162. Blues Bros. Jukebox
163. The Bugs Bunny Crazy Castle 2
164. Casino Funpak
165. Castlevania Adventure
166. Castlevania II: Belmont's Revenge
167. Centipede/Millipede
168. College Slam
169. Contra: The Alien Wars
170. Cutthroat Island
171. Defender/Joust
172. Desert Strike
173. Disney's Pinocchio
174. Donkey Kong Land
175. Donkey Kong Land 2
176. Donkey Kong '94
177. Dr. Mario
178. DragonHeart
179. Earthworm Jim
180. Earthworm Jim 2
181. FIFA Soccer '96
182. FIFA Soccer '97
183. 4-in-1 Fun Pak
184. Frank Thomas Big Hurt Baseball
185. Galaga/Galaxian
186. Hercules
187. Hunchback of Notre Dame
188. Iron Man X-O Manowar In Heavy Metal
189. Jeopardy! Teen Tournament
190. Jeopardy! Platinum Edition
191. Jungle Strike
192. Jurassic Park 2
193. Killer Instinct
194. King of Fighters '95
195. Kirby's Block Ball
196. Kirby's Dream Land
197. Kirby's Dream Land 2
198. Kirby's Pinball Land
199. Lamborghini American Challenge
200. The Legend of Zelda: Link's Awakening
201. The Lion King
202. Looney Tunes
203. Madden '96
204. Marble Madness
205. Mario's Picross
206. Mega Man
207. Mega Man V
208. Metroid II: Return of Samus
209. Mole Mania
210. Monster Max
211. Mortal Kombat II
212. Mortal Kombat 3
213. Ms. Pac-Man
214. NBA Jam
215. NBA Jam Tournament Edition
216. NBA Live '96
217. NHL '96
218. Nigel Mansell's World Championship
219. Olympic Summer Games
220. Operation C
221. Pac-Man
222. PGA Tour Invitational
223. Pocahontas
224. Prehistorik Man
225. Primal Rage
226. Qbert
227. Samurai Shodown
228. Space Invaders
229. Star Trek: Generations
230. Street Fighter II
231. Street Racer
232. Super Mario Land
233. Super Mario Land 2: 6 Golden Coins
234. Super Return of the Jedi
235. Sword of Hope II
236. Tazmania 2
237. Tetris
238. Tetris Attack
239. Tetris Blast
240. Tetris 2
241. Timon & Poomba
242. Tiny Toon Adventures 2
243. Titus the Fox
244. Toy Story
245. Track & Field
246. Urban Strike
247. Vegas Stakes
248. Wario Blast
249. Wario Land: Super Mario Land
250. WWF Raw
251. Zoop

N64

252. Blast Corps
253. Body Harvest
254. Bomberman 64
255. Buggie Boogie
256. Clay Fighter Extreme
257. Creator
258. Cruis'n USA
259. Dark Rift
260. Descent
261. Doom
262. Earthbound 64 (Mother 3)
263. FIFA Soccer 64
264. F-Zero 64
265. Goldeneye 007
266. Hexen
267. J. League Perfect Striker
268. Jungle Bots
269. Ken Griffey Jr. Baseball
270. Killer Instinct Gold
271. Kirby's Air Ride
272. Lamborghini 64
273. Legend of Zelda 64
274. Lode Runner
275. Mario Kart 64
276. Mission: Impossible
277. Monster Dunk
278. Mortal Kombat Trilogy
279. NBA Hangtime
280. Pilotwings 64
281. Quake
282. Quarterback Club '98
283. Rev Limit
284. Robotech: Crystal Dreams
285. St. Andrews Golf
286. Star Fox 64
287. Star Wars: Shadows of the Empire
288. Super Mario 64
289. Tetrisphere
290. Top Gear Rally
291. Turok: Dinosaur Hunter
292. Ultimate Racer
293. War Gods
294. Wave Race 64
295. Wayne Gretzky's 3-D Hockey
296. WCW Wrestling
297. Wild Choppers
298. Wonder Project J 2
299. WWF Wrestling
300. Yoshi's Island 64

Other Picks

301. Dragon Quest VI (Super Famicom)
302. Game Boy Pocket
303. Marvelous: Another Treasure Island (Super Famicom)
304. Nintendo 64
305. 64DD accessory for Nintendo 64
306. X-Band Modem

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting features:

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sep. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2: Diddy's Kong Quest, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (June '96): Thirty-one-Page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB), Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 86 (July '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 88 (Sep. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

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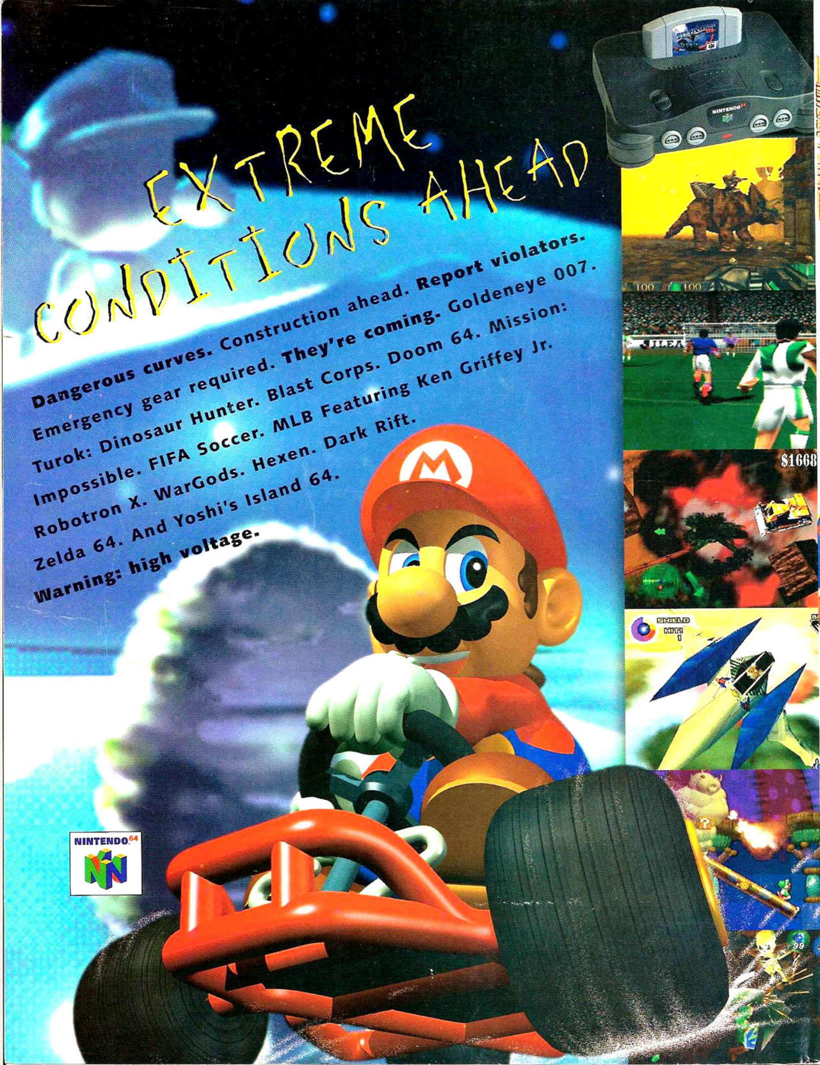
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Dangerous curves. Construction ahead. **Report violators.** Emergency gear required. **They're coming.** Goldeneye 007. Turok: Dinosaur Hunter. Blast Corps. Doom 64. Mission: Impossible. FIFA Soccer. MLB Featuring Ken Griffey Jr. Robotron X. WarGods. Hexen. Dark Rift. Zelda 64. And Yoshi's Island 64. **Warning: high voltage.**